



# “Graybles 100+” 1025-195 Original Board

ate 05/30/14

- ☒ Board Team 05/30/14
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Andres Salaff

Storyboard by  
Steve Wolfhard



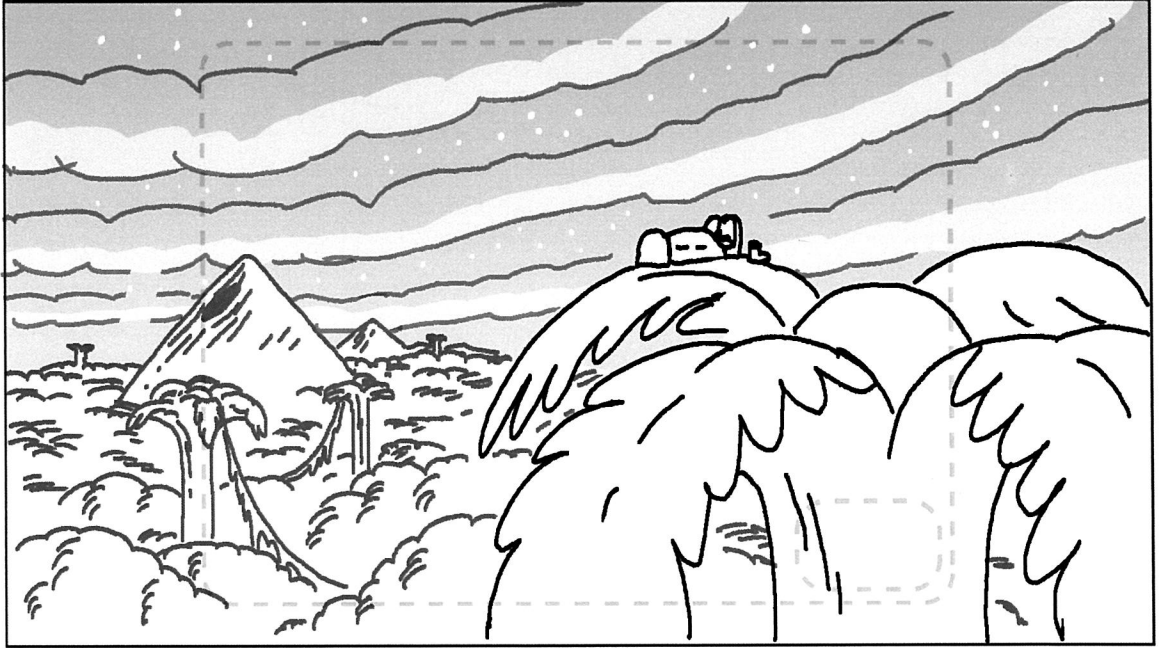
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. / Pnl. / Bg. / day night

Sc. 1 Pnl. A Bg. day night

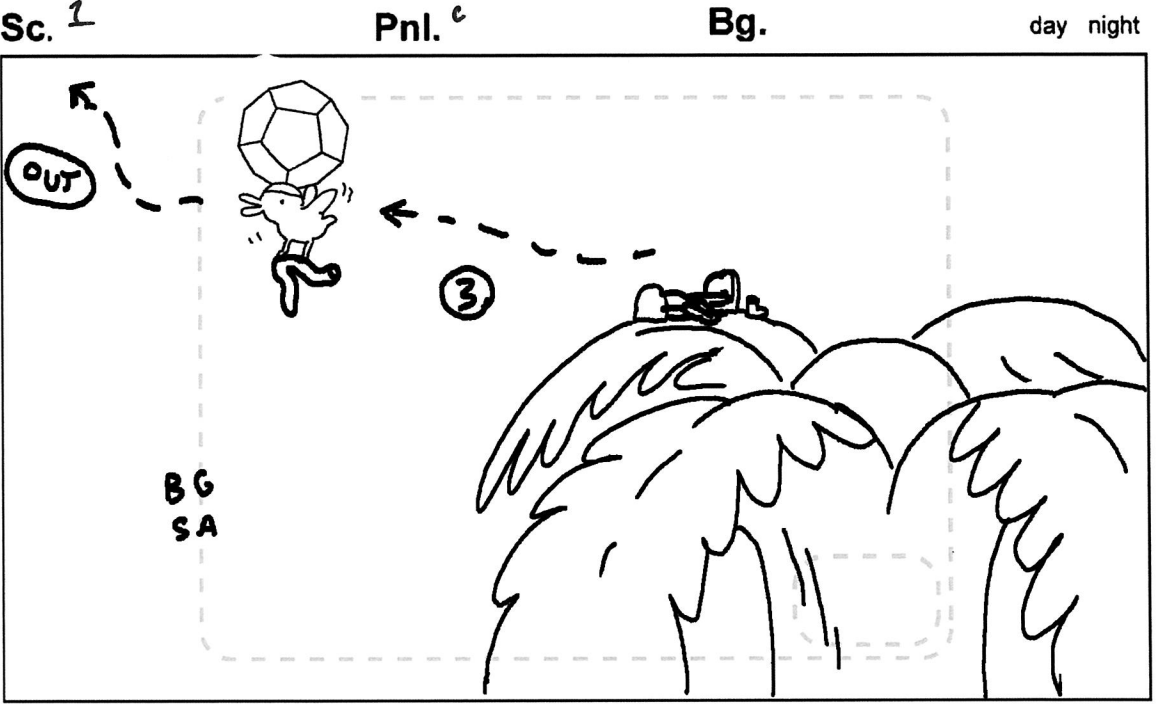
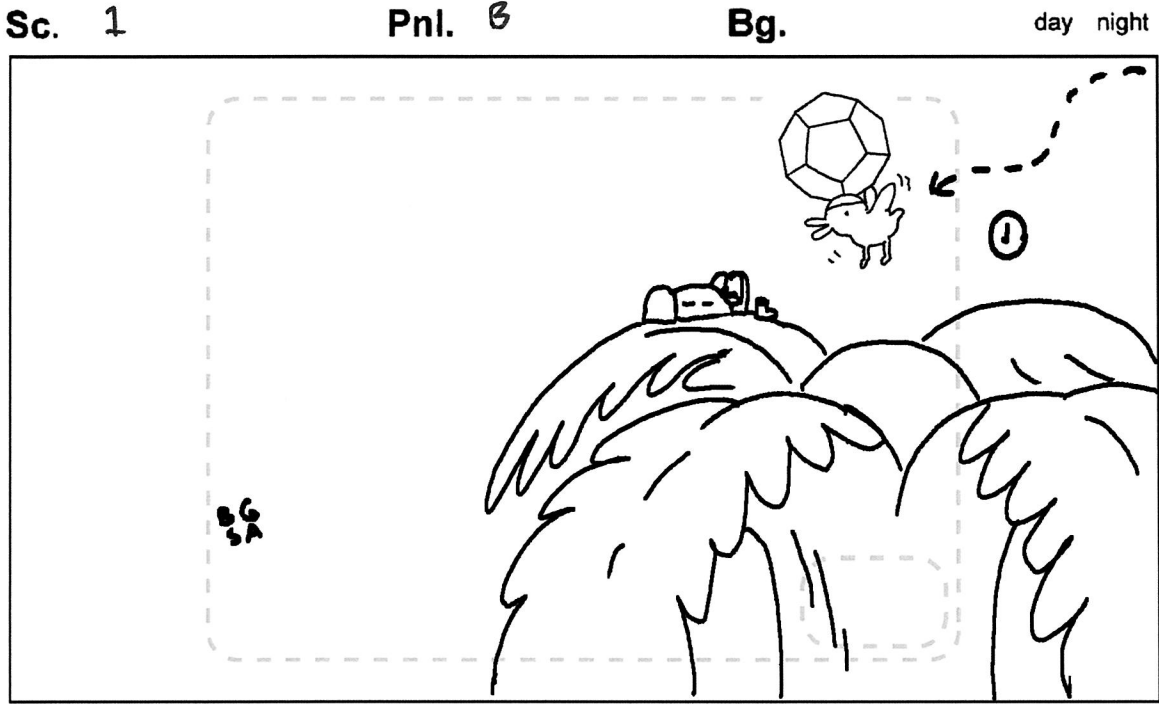


Dialog:	<p>(SFX) DISTANT THUNDER, MAYBE BIRDS.</p>
Action:	<p>DUSK ON AN ALIEN WORLD...</p>
Timing:	<p>DETAIL OF "WORMER" → </p>

1025-195  
EPISODE #  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:

⑥ ① HELLO - LABLE!

Action:

- A DODECAHEDRON BIRD.  
WOBBLING AROUND.

Timing:

②

⑦/② NO!

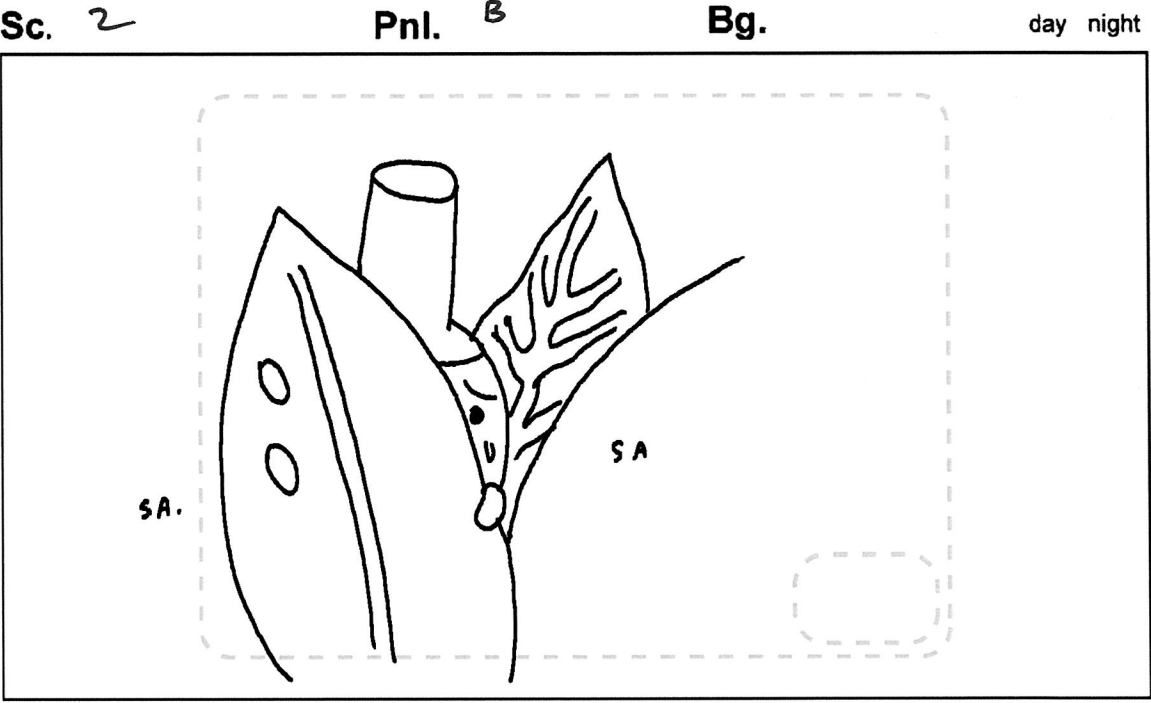
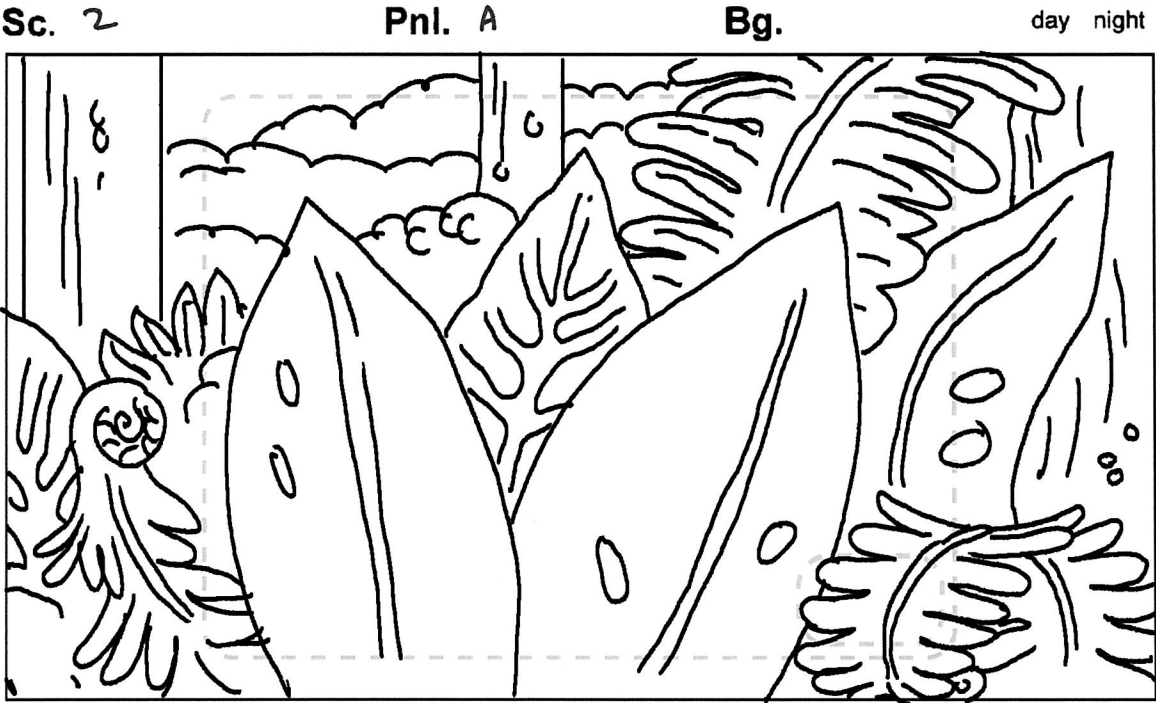
LIKE SOMEONE  
WHO'S OFFENDED.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 3



Dialog:
<div>TUBER</div> C U B E R ! ? !
Action:
Timing:

Production : EPISODE # 1025-145

# ADVENTURE TIME



Sc. 2

Pnl. C

Bg.

day night

Sc. 2

Pnl. D

Bg.

day night



Dialog:	<p>(T) BLABLE BROTHER? THIS GAME IS TOO DANGEROUS!</p>
Action:	
Timing:	

Sc. 2

Pnl. E

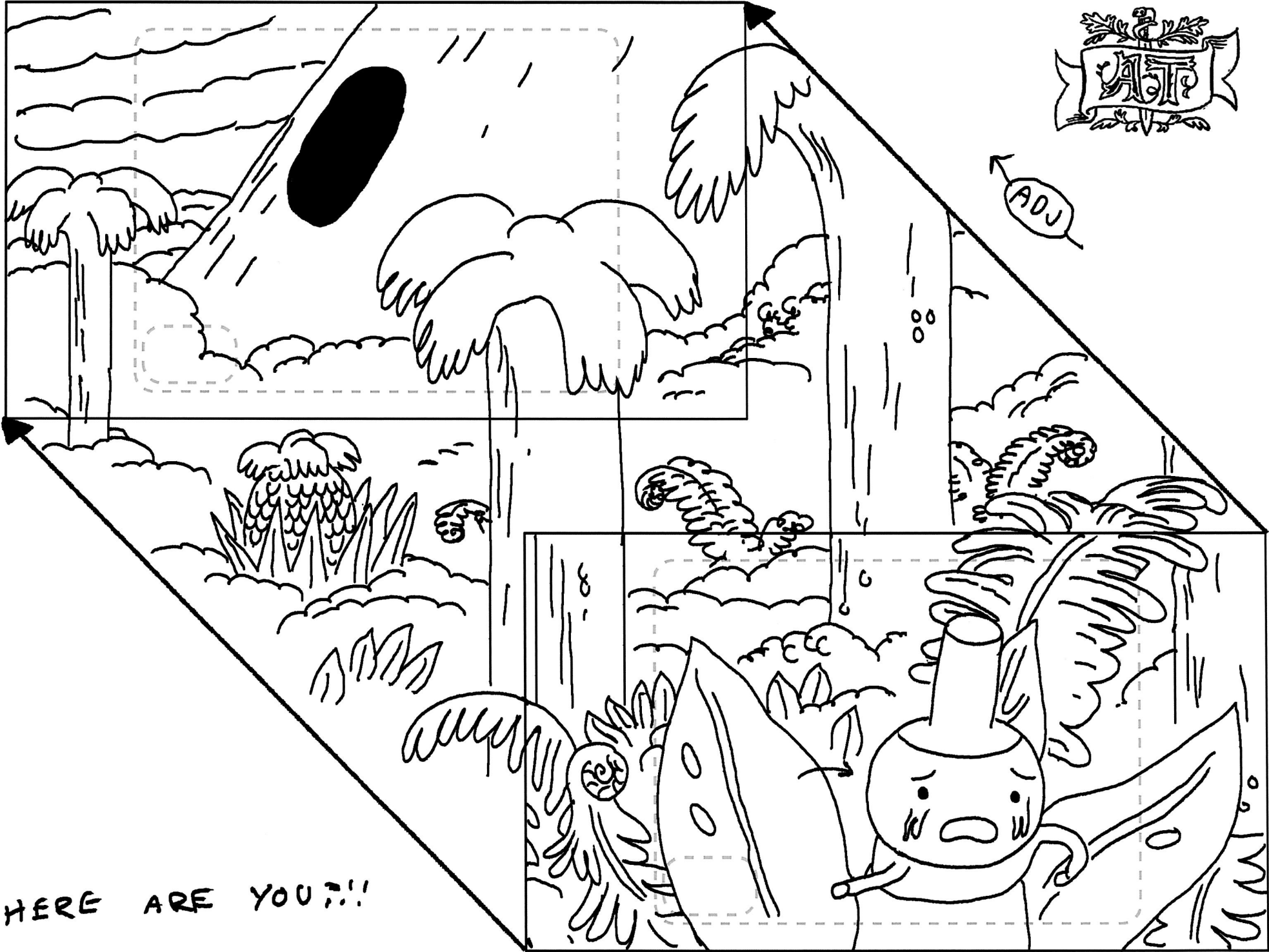
Bg.

day night

ADVENTURE TIME



Page 5



① WHERE ARE YOU?!!

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



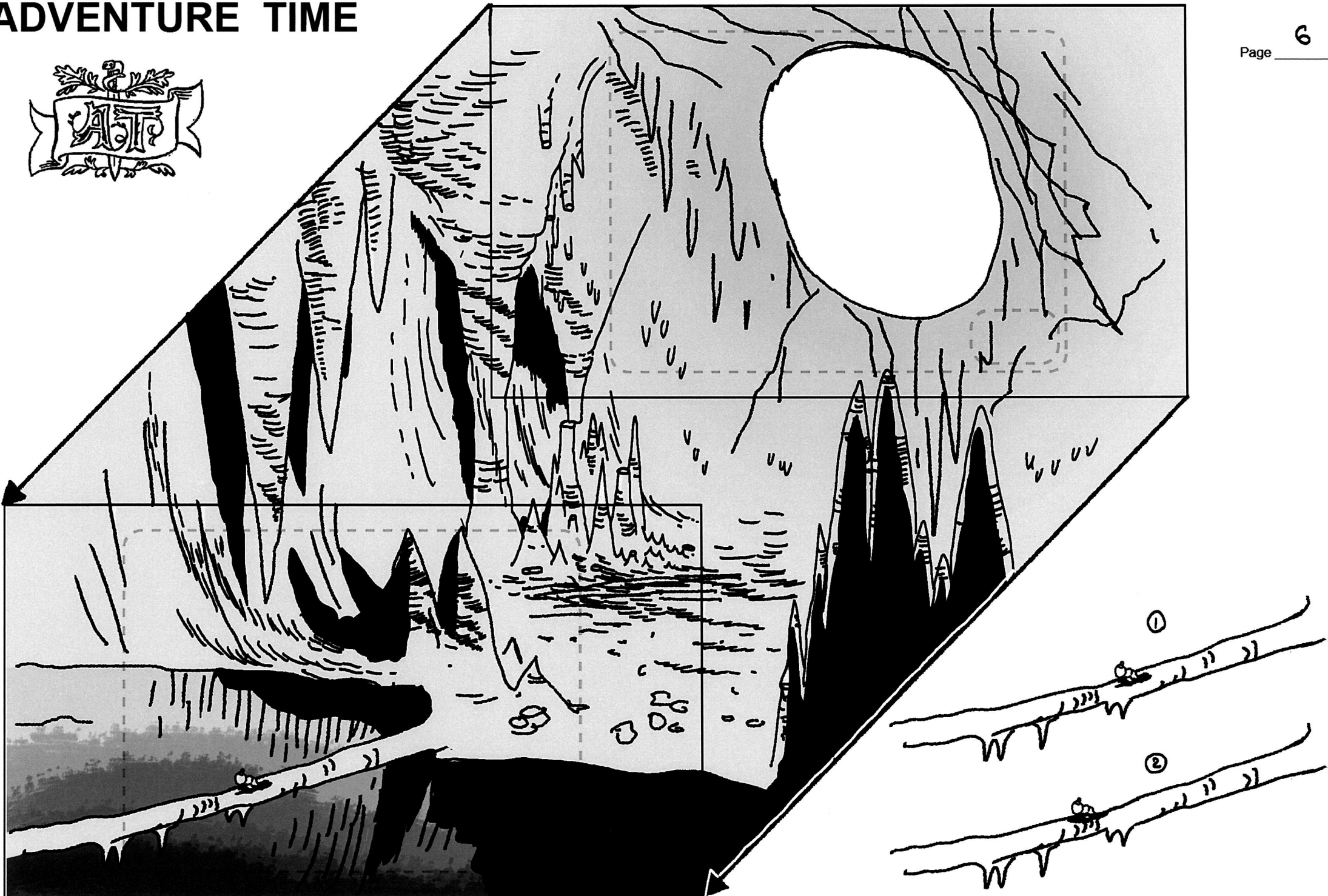
Sc. 3

Pnl. A

Bg.

day night

Page 6



Production :

EPISODE #

1025-195

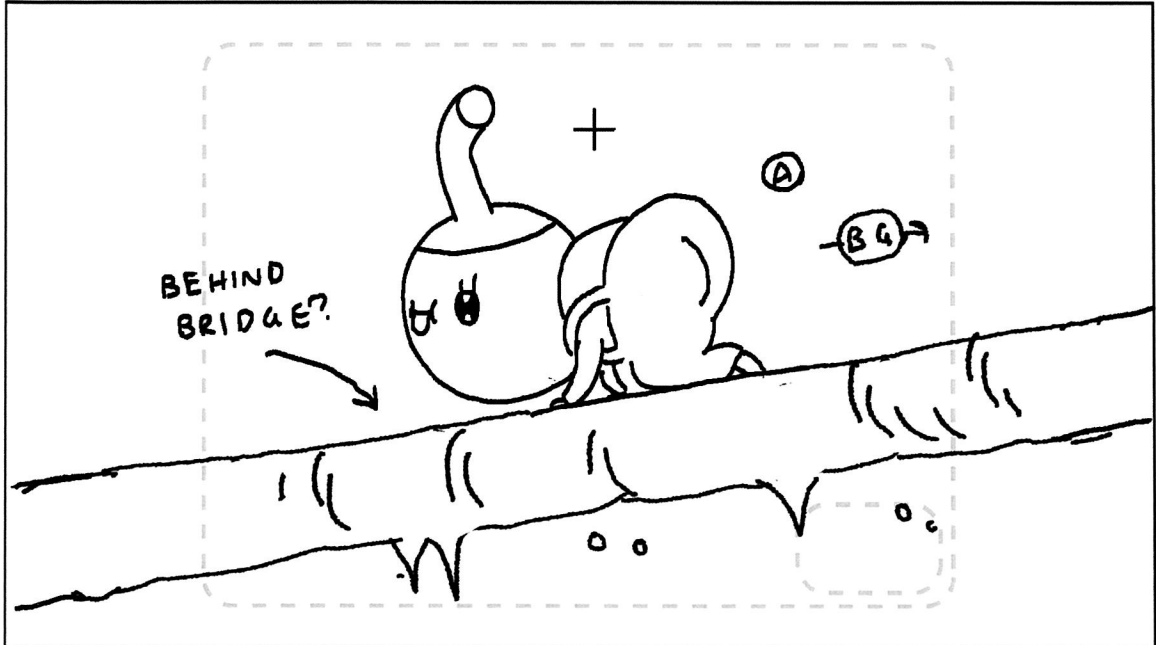


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

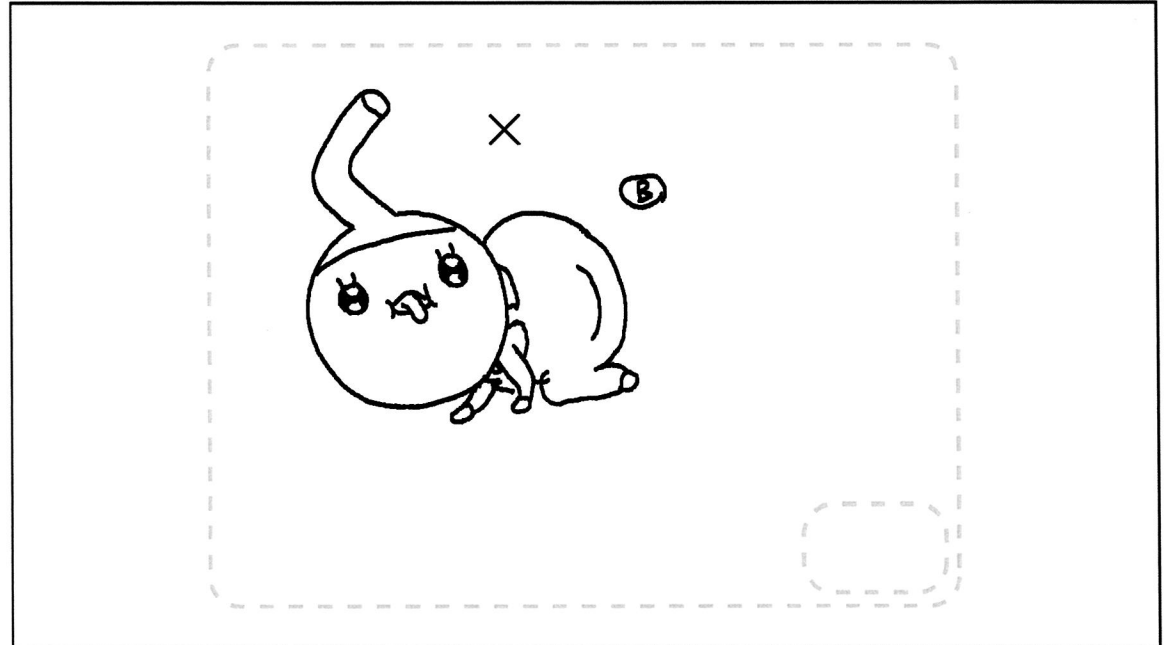
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog: (BC) (A) OH THIS CAVE AIR IS DOING WONDERS FOR MY PHYSIOLOGICAL (A) BABLE BABLE BABLE (B)

Action: CRAWLING. BUTT IS REALLY WIGGLING. CRAWL POSES.

EPISODE # 1025-195 Production :

# ADVENTURE TIME



Sc. S

Pnl. A

Bg.

day night

Sc. S

Pnl. B

Bg.

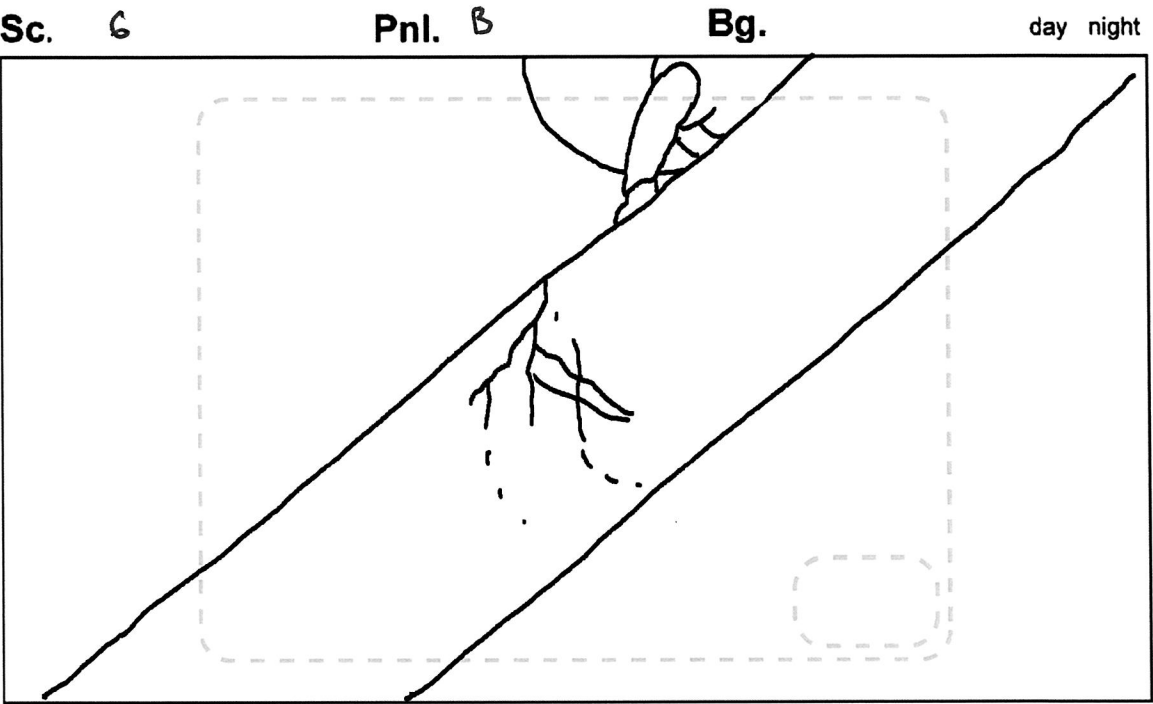
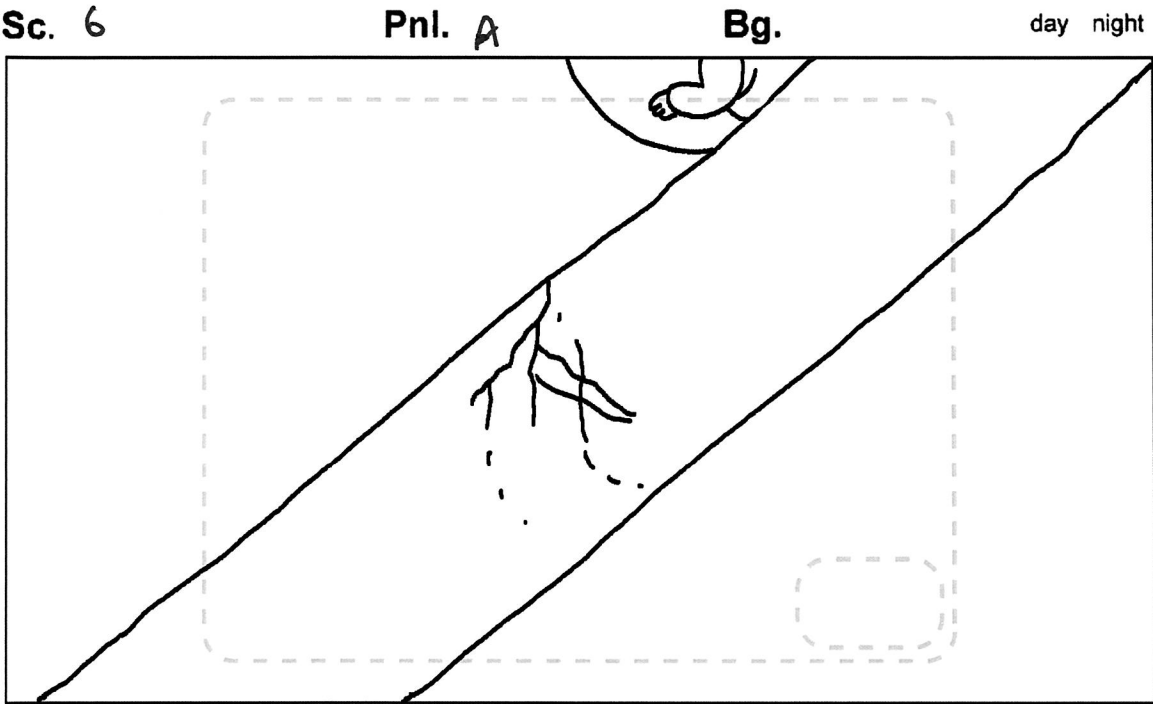
day night

Dialog:
©/ B A B L E    B A B L E    B A B L E    B A B L E
Action:
Timing:



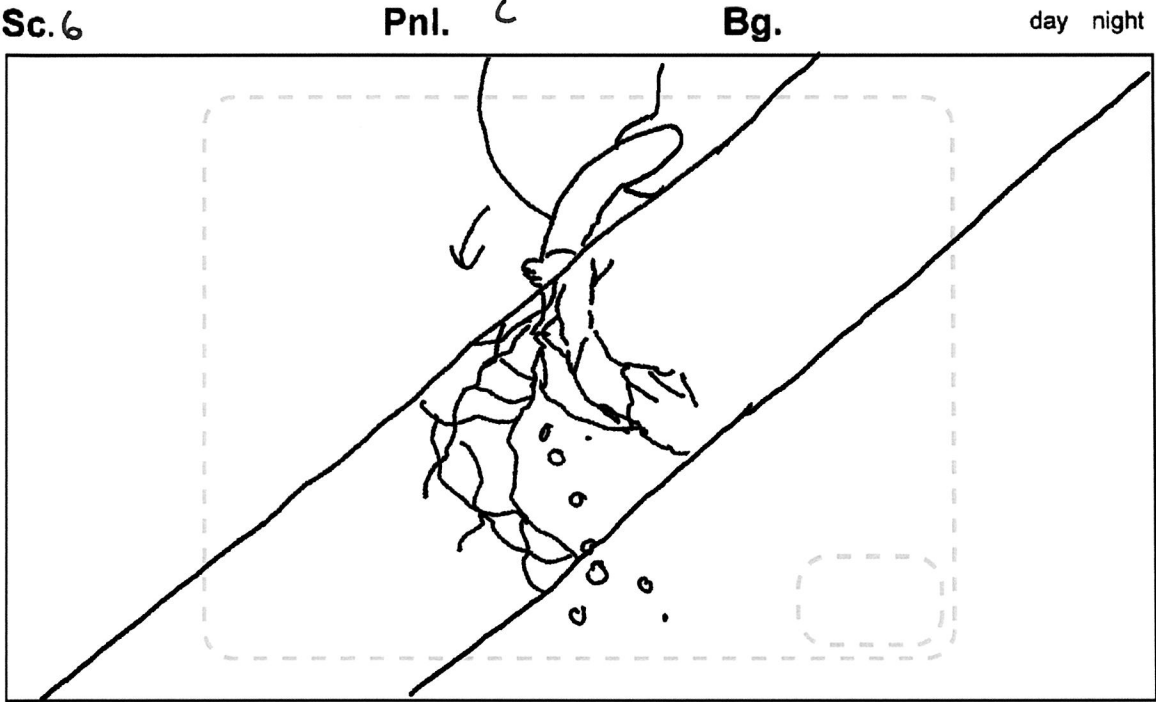
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
Action:
Timing:

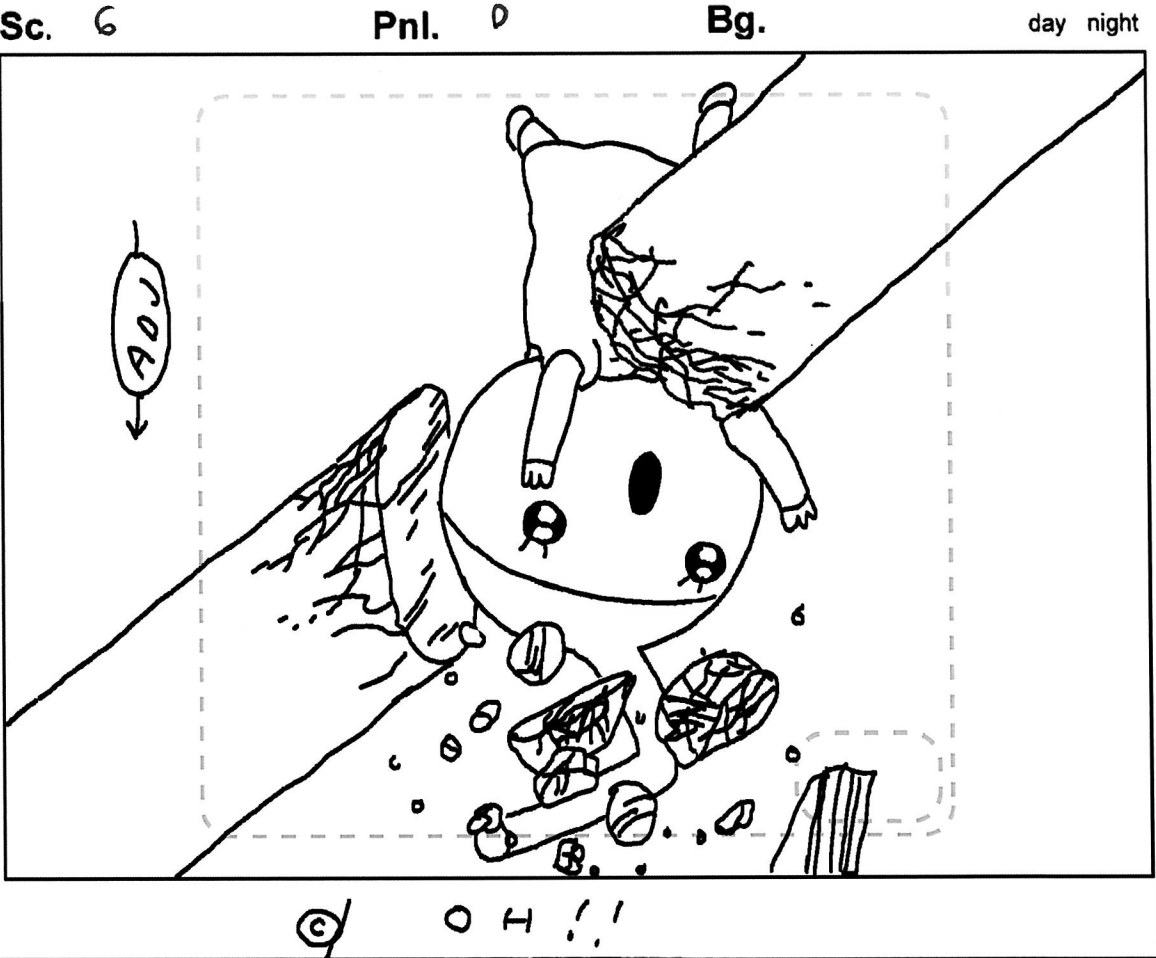
# ADVENTURE TIME



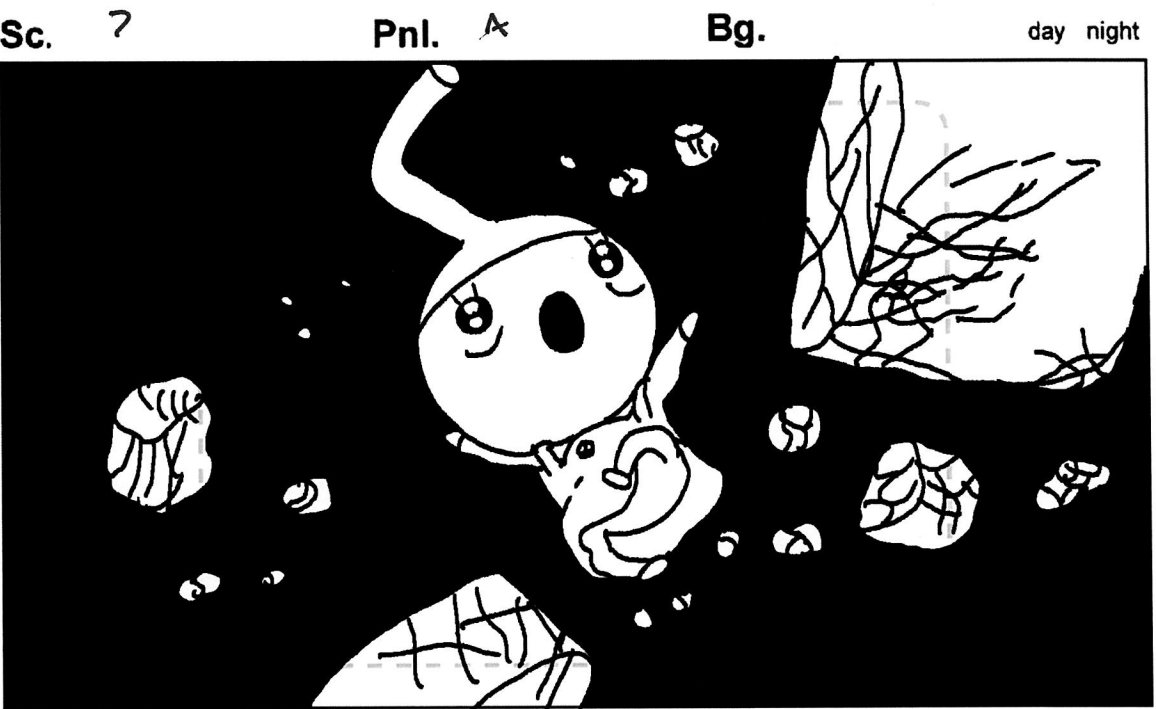
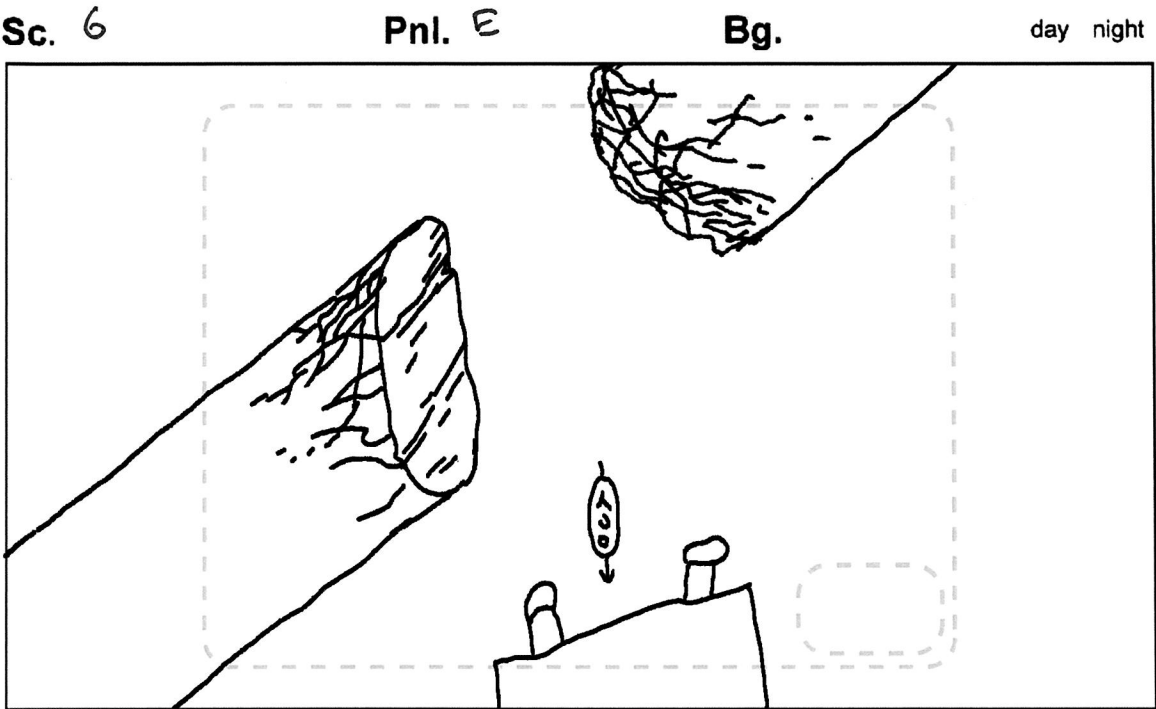
Dialog: CRACK:

Action: CRACKS

Timing:



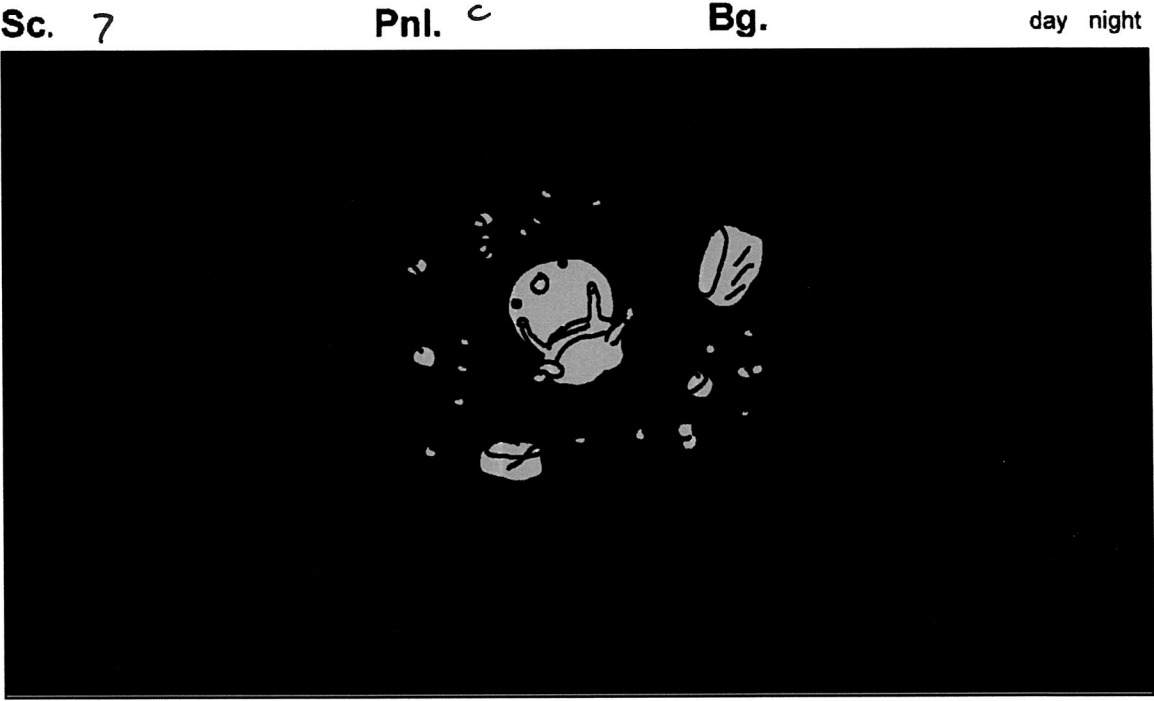
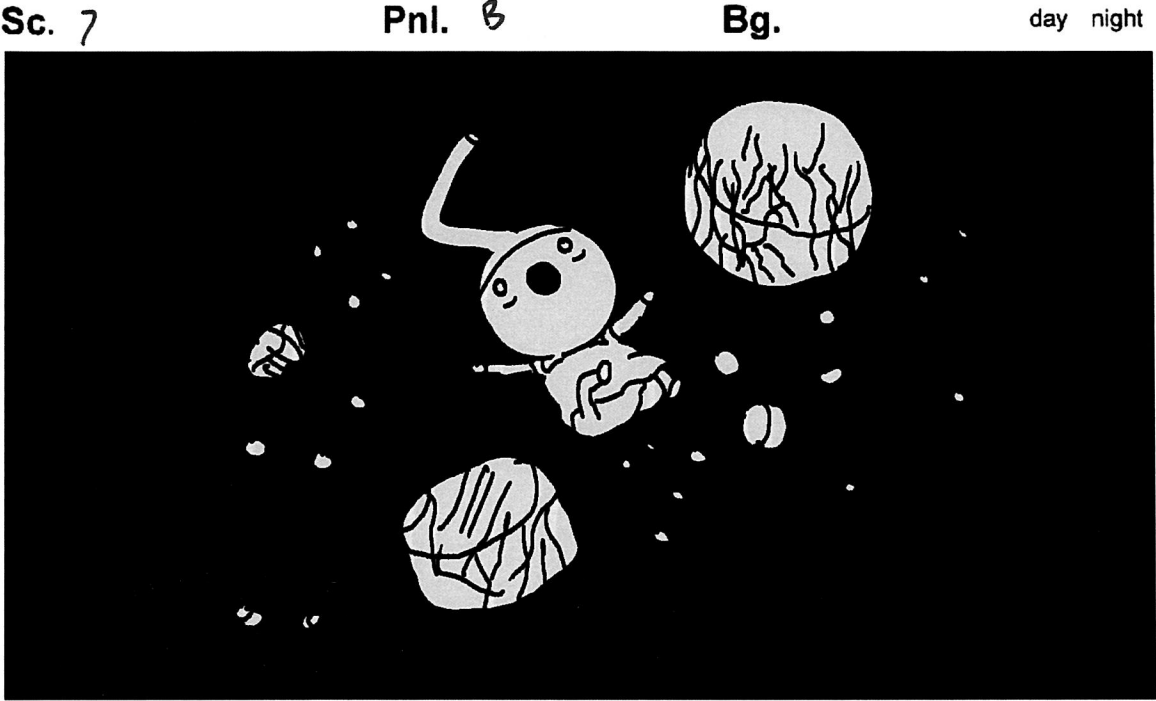
# ADVENTURE TIME



Dialog:	© = SCREAMING =
Action:	
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Dialog:
© 11 SCREAMING 11
Action:
Timing:

# ADVENTURE TIME

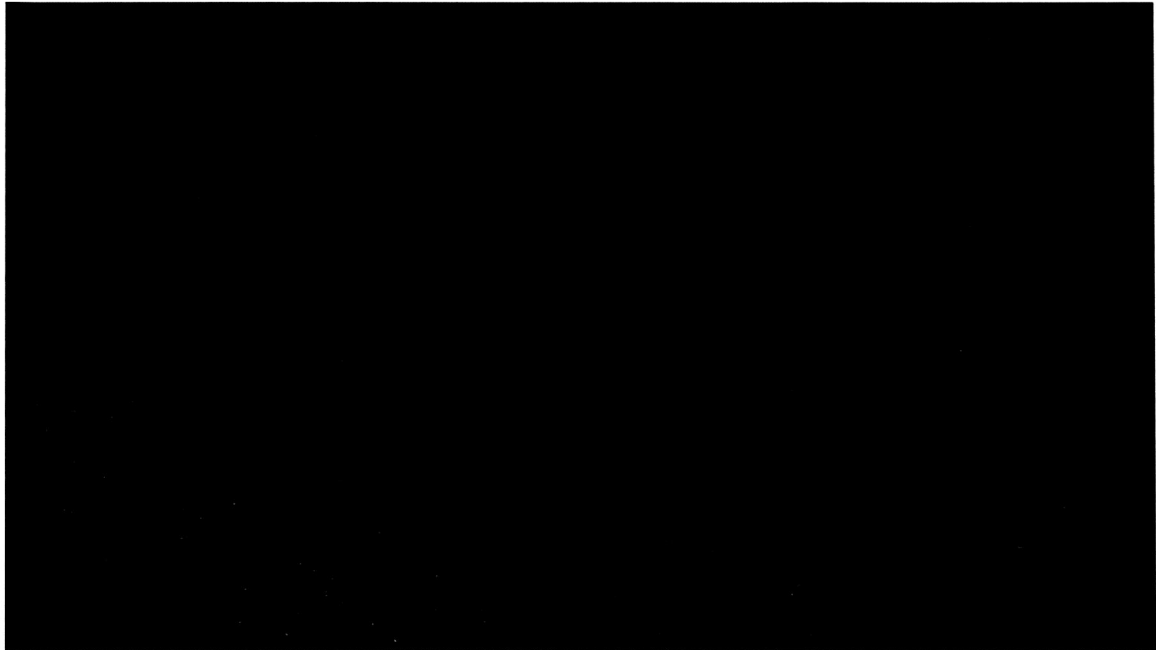


Sc. 7

Pnl. 0

Bg.

day night

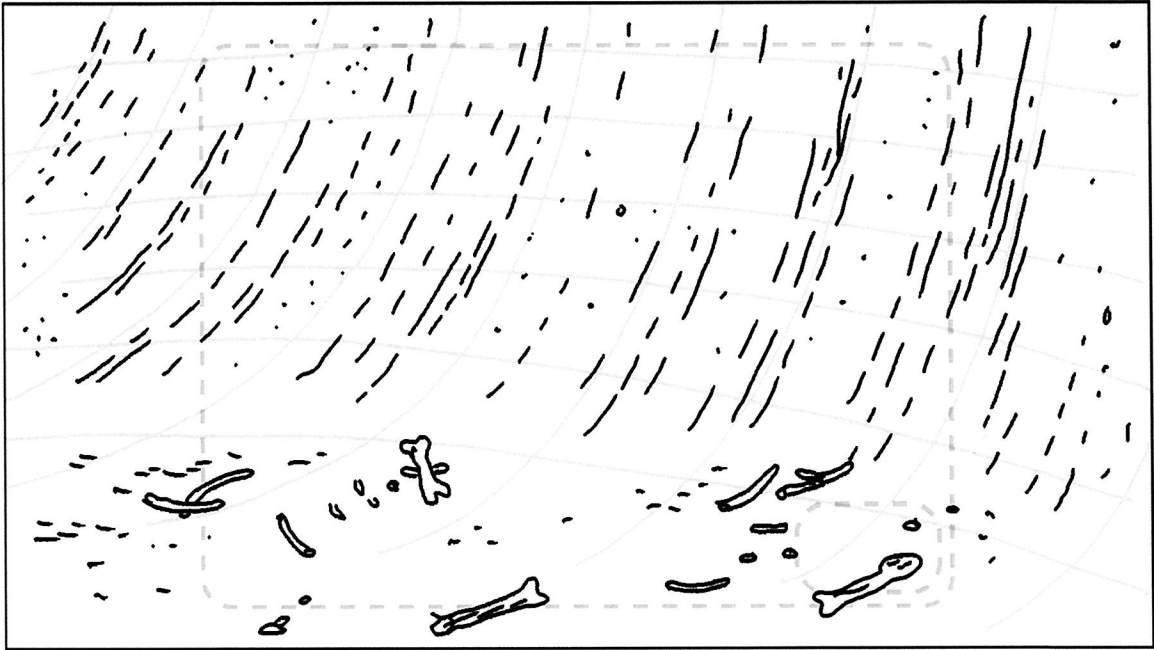


Sc. 8

Pnl. ~~0~~ A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 8                      Pnl. B                      Bg.                      day   night

Sc. 8                      Pnl. C                      Bg.                      day   night

Dialog:
Action:
Timing:

ADVENTURE TIME



Sc. 8

Pnl. 7

Bg.

day night

Sc. 8

Pnl. E

Bg.

day night

Dialog:	© BUT ... I'M A BABY!
Action:	GETS UP RUBS HEAD.
Timing:	

ADVENTURE TIME



Sc. 8

Pnl. F

Bg.

day night

Sc. 9

Pnl. A

Bg.

day night

Dialog:	© TUBER?! SISTER TUBER!?!	© (ECHO) BABLE BABLE B A B L E
Action:		
Timing:		

EPISODE # 1025-195

Production :



ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



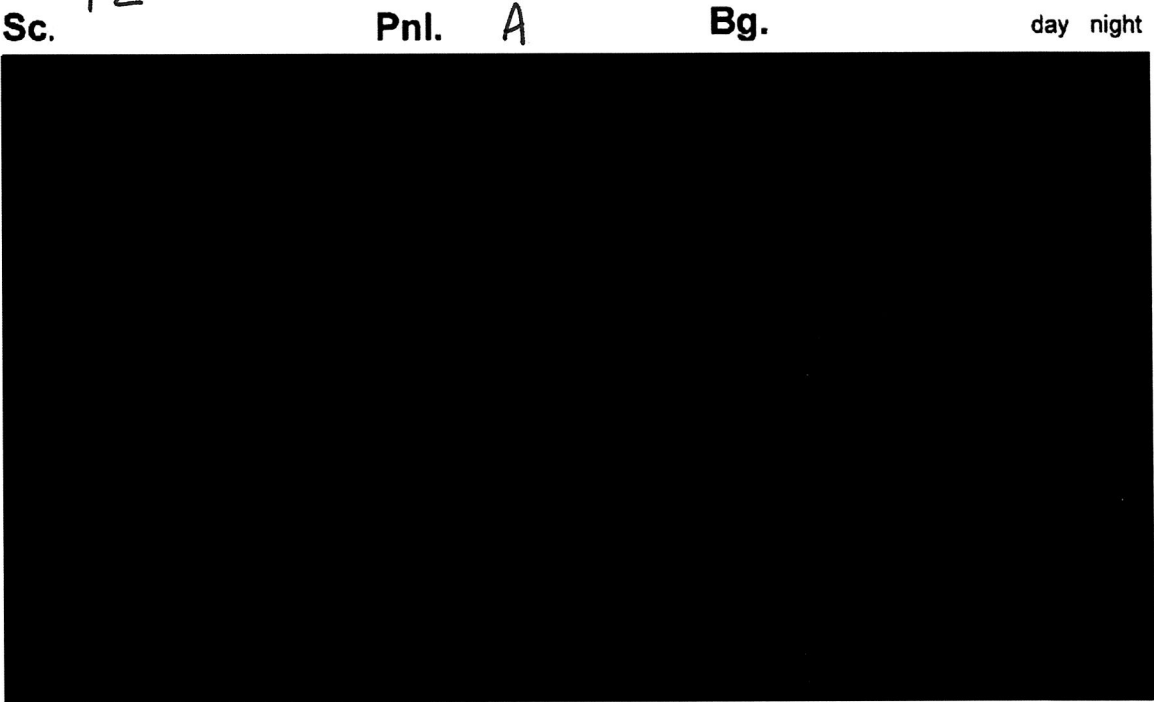
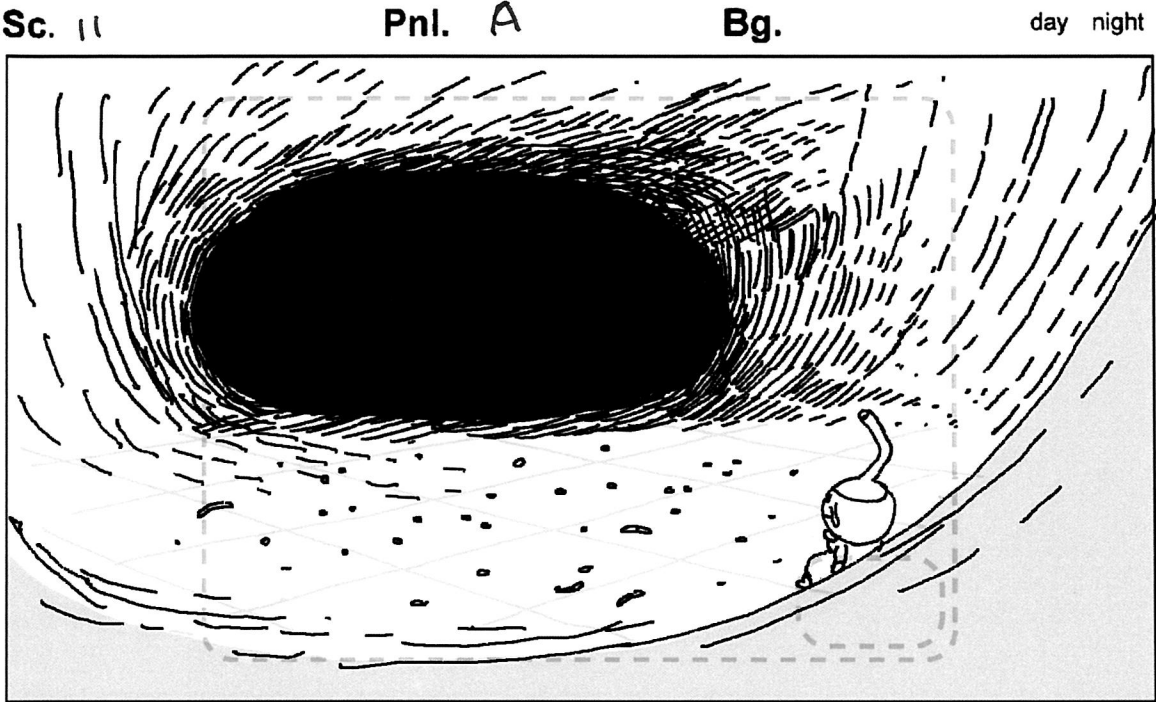
Sc. 16 Pnl. B Bg. day night



Dialog:	Ⓜ Ⓞ = GROWLING =	
Action:	STARTS CRYING	SHOCKED.
Timing:		



ADVENTURE TIME



Dialog:	③ = GROWLING =
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



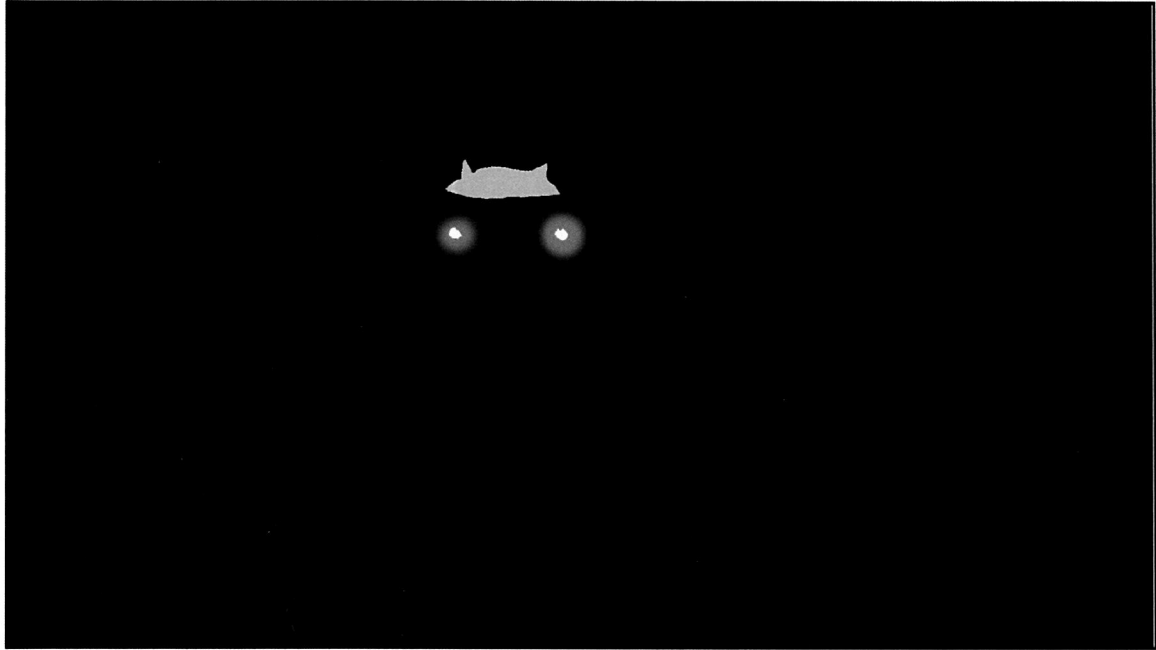
Page 19

Sc. 12

Pnl. B

Bg.

day night



Sc. 12

Pnl. C

Bg.

day night



Dialog:

GRR R R R R R R R R

Action:

Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME



Sc. 12

Pnl. D

Bg.

day night

Sc. 12

Pnl. E

Bg.

day night

Dialog:

RUFF!

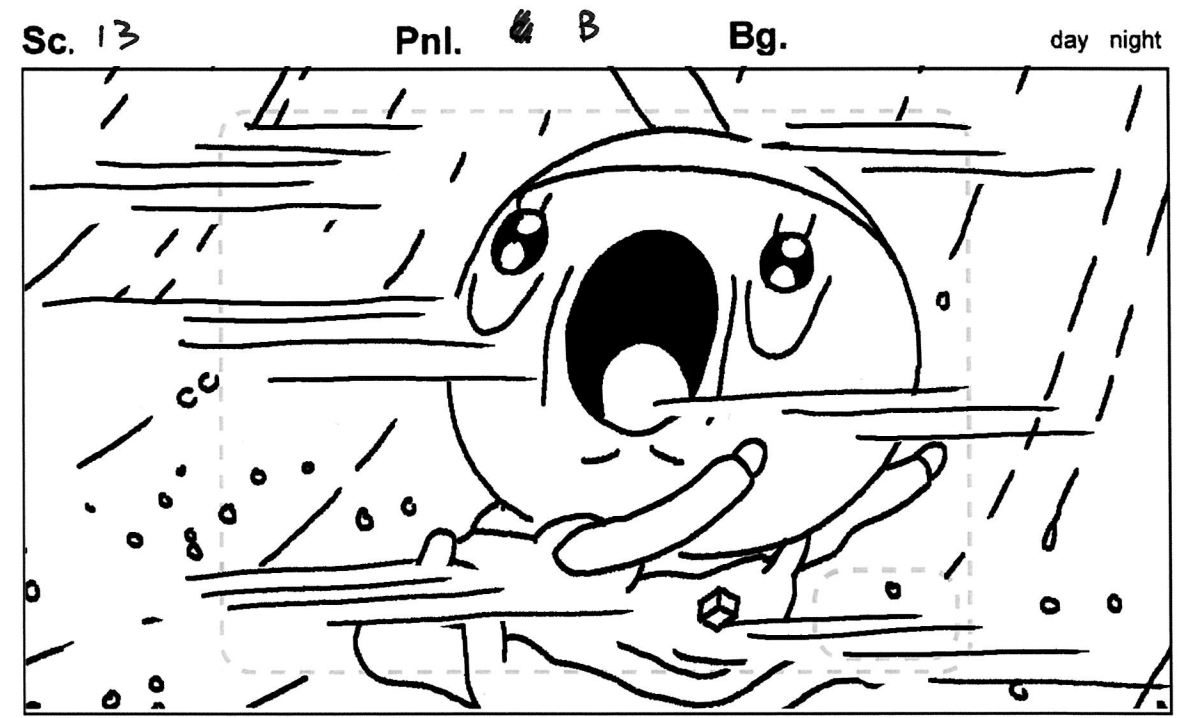
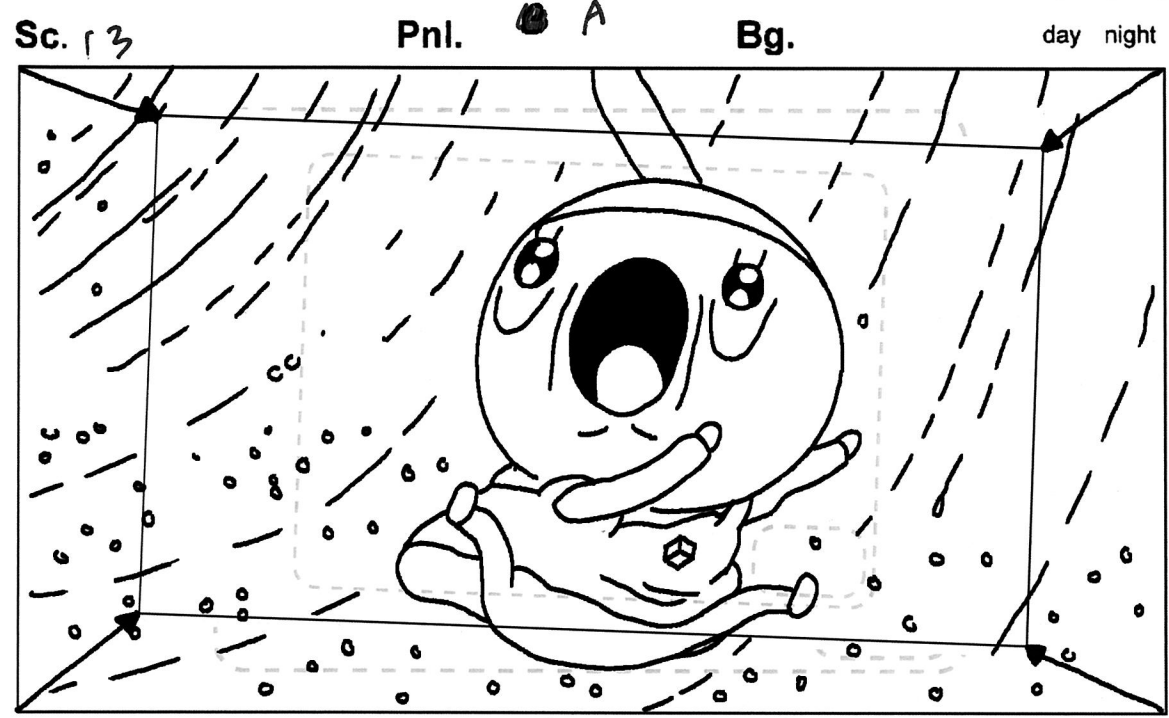
Action:

WIGGLES ITS RUMP,  
LIKE A POUNCING CAT.

Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

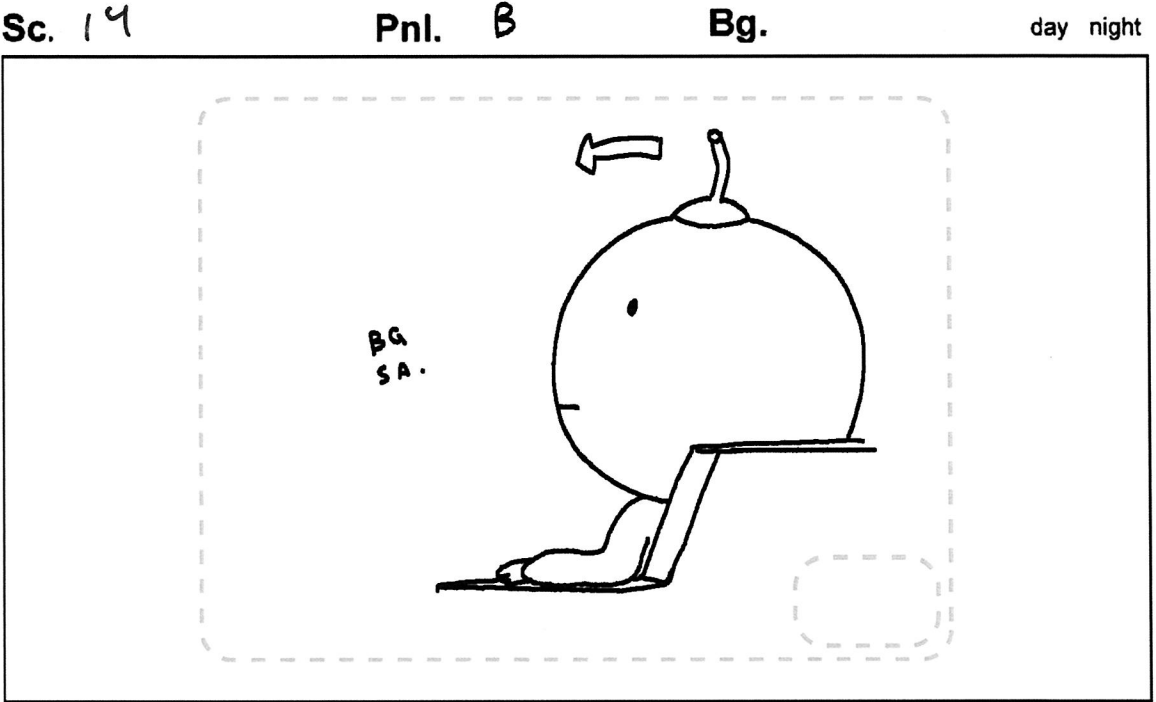
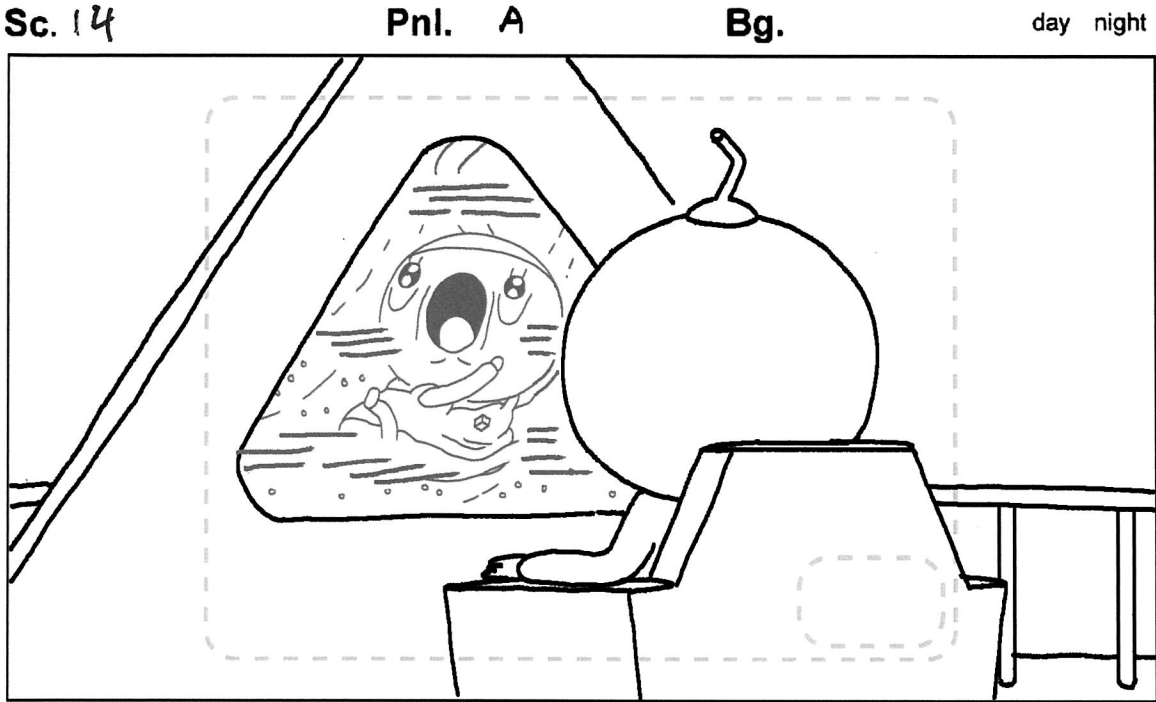


Dialog:
Action:
Timing:

PAUSED MID-ZOOM

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



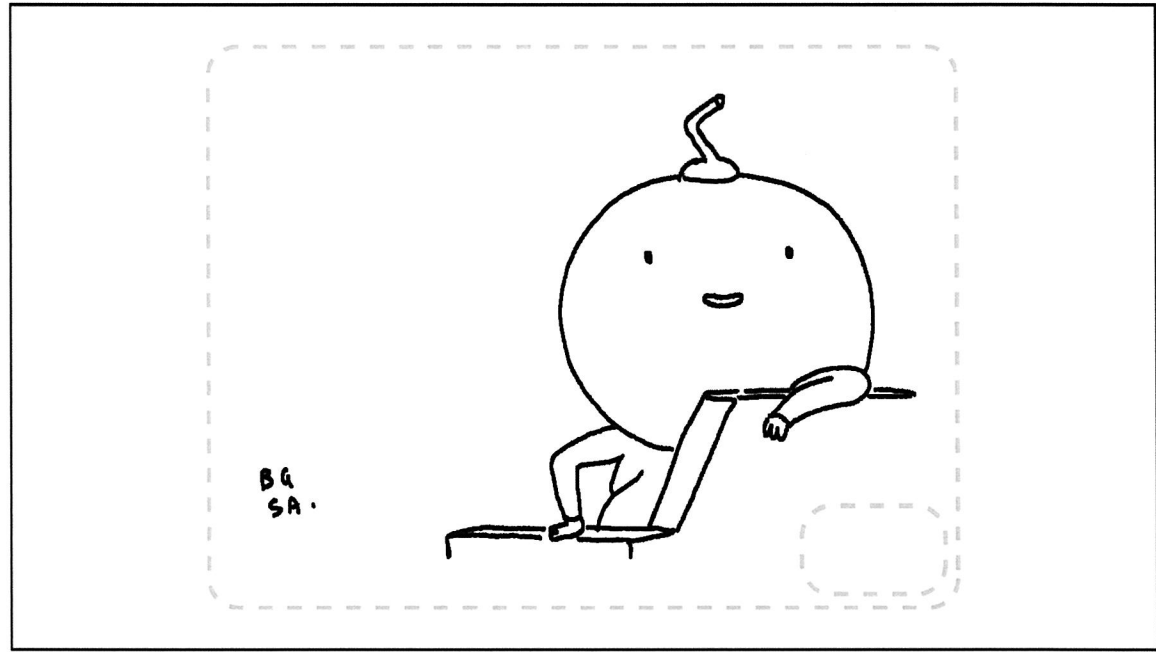
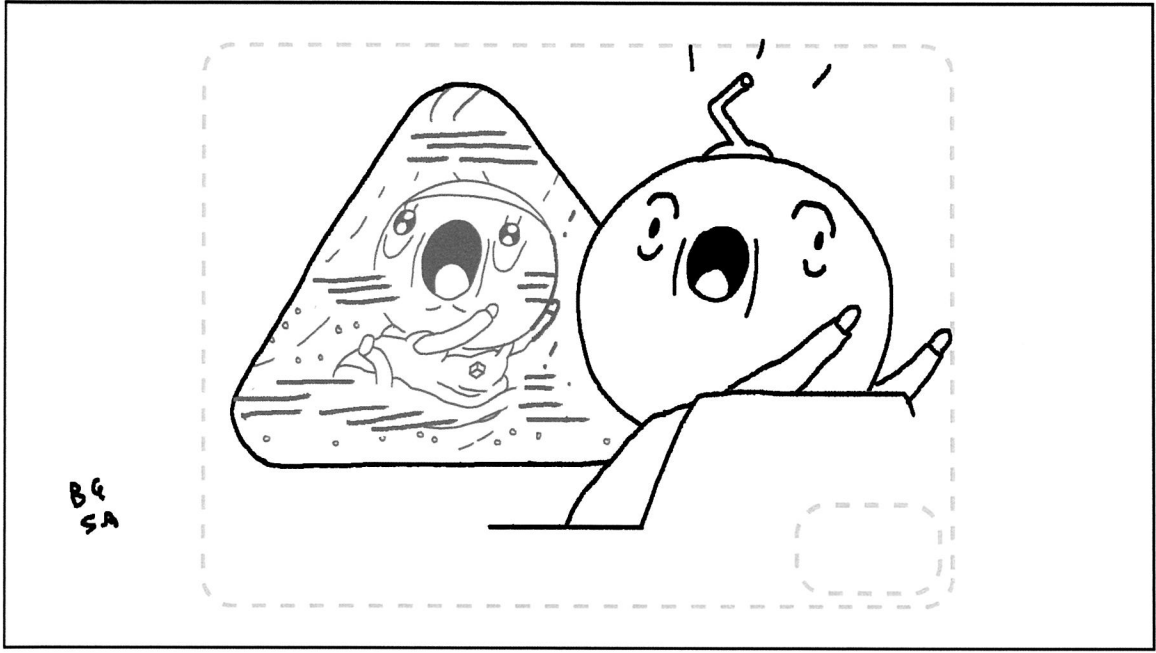
Dialog:	<p>©/ HM?</p> <p>↑</p> <p>SMALL</p>
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



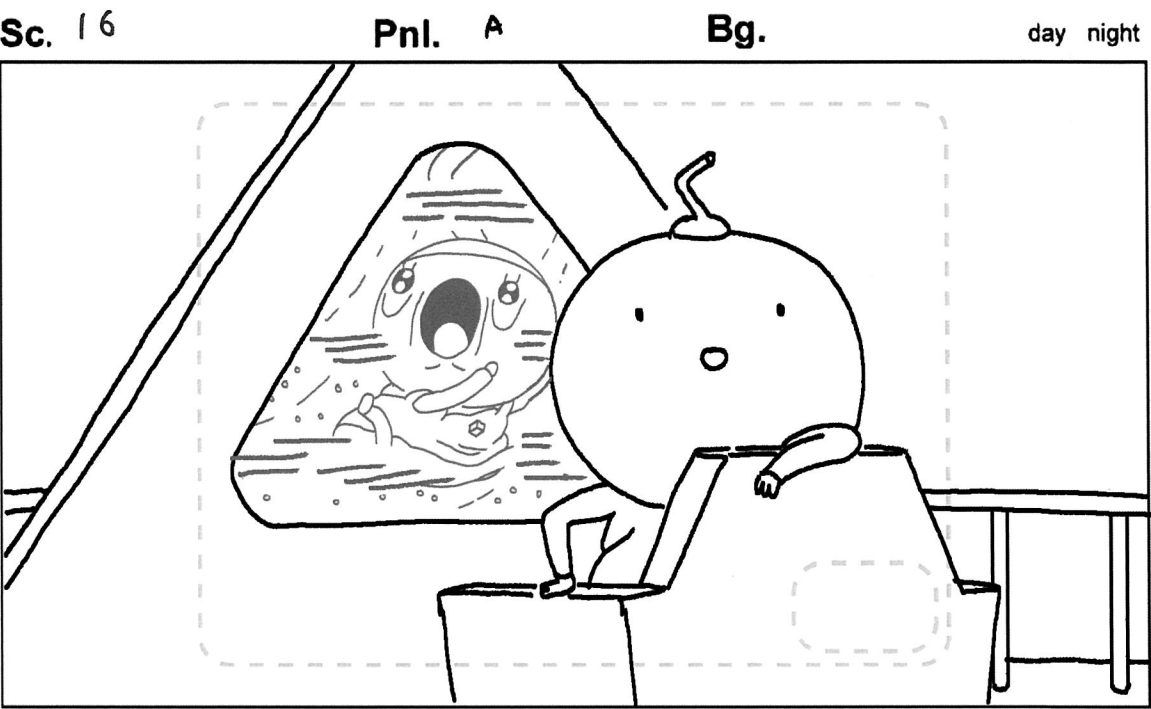
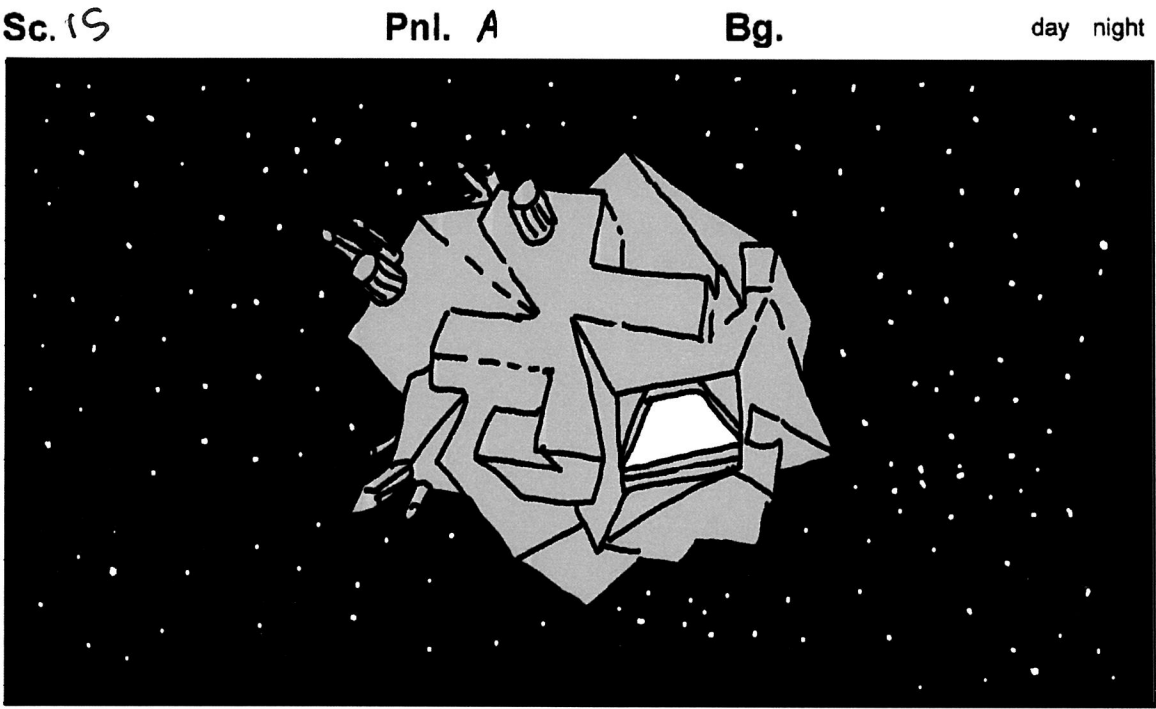
Sc. 14      Pnl. 6      Bg.      day night      Sc. 14      Pnl. D      Bg.      day night



Dialog:	© A A A A !!!	© OH ! YOU SURPRISED YOUR OLD PAL CUBER. ABOARD ...
Action:	POSE MATCHES BABY CUBER.	
Timing:		

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Dialog:	HIS <u>SPACE</u> <u>SHIP</u> .	@ OH,
Action:		
Timing:		



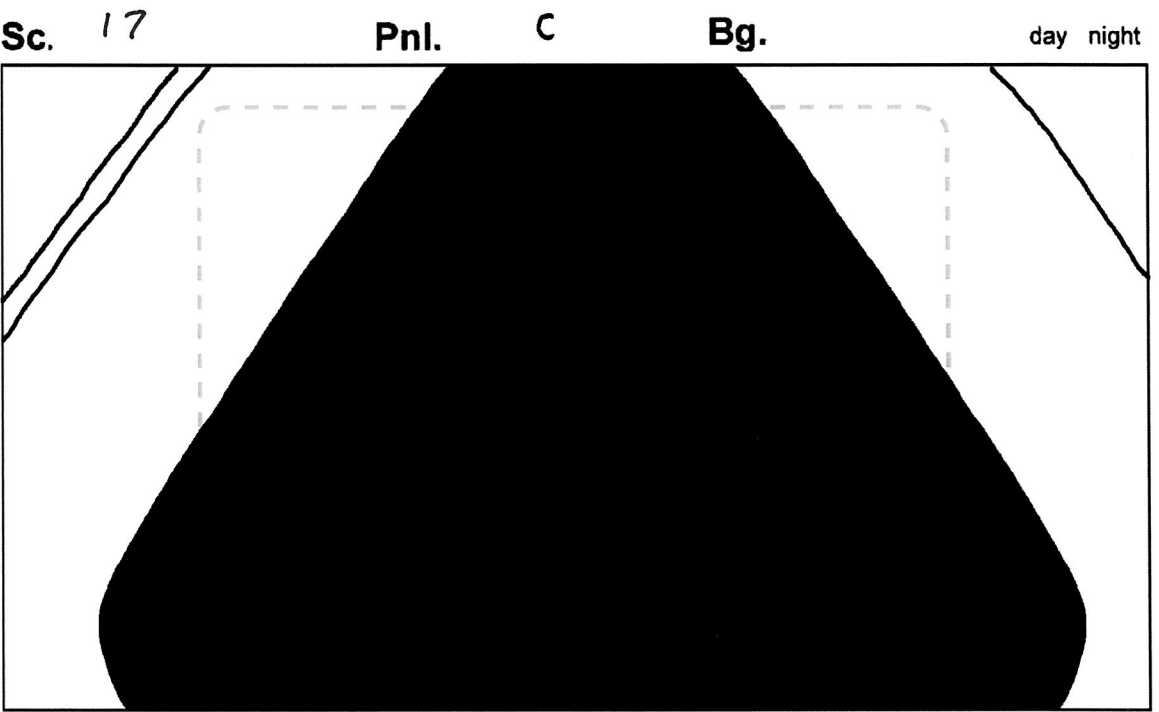
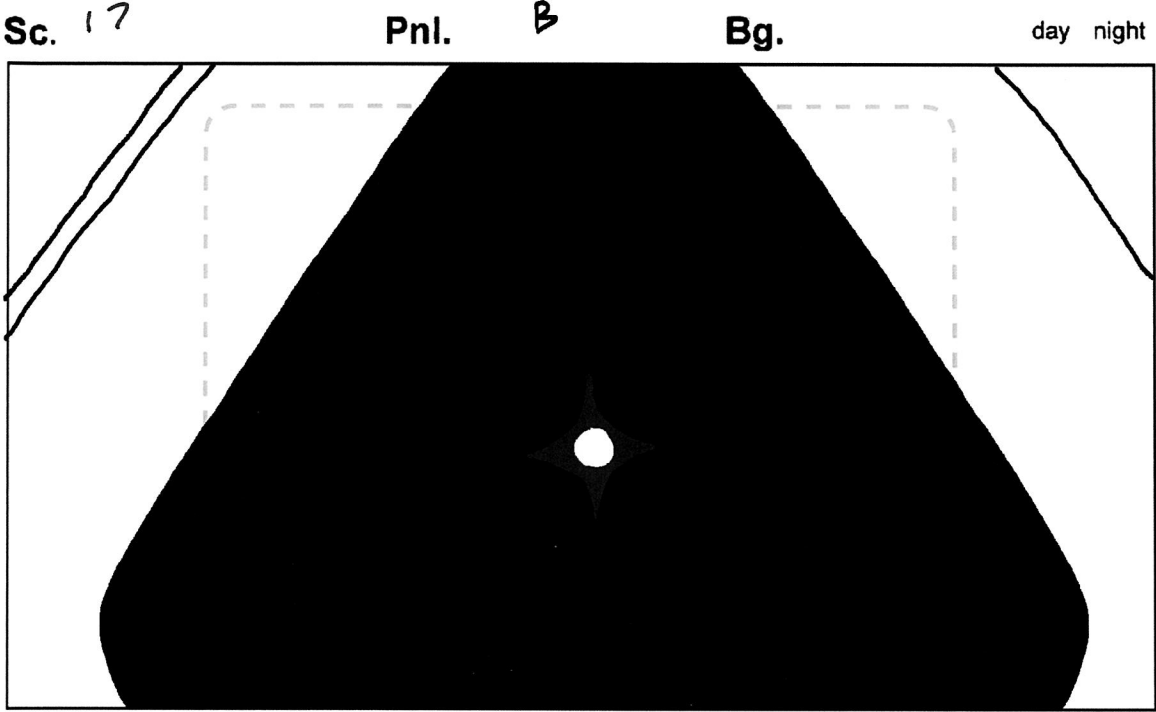
ADVENTURE TIME



Sc. 16	Pnl. B	Bg.	day night	Sc. 17	Pnl. A	Bg.	day night

Dialog:	© (CONT.) THIS OLD GRAYBLE?	© IT'S JUST SENTIMENTAL BLABLING.
Action:	IMPORTANT LINE.	
Timing:		

# ADVENTURE TIME

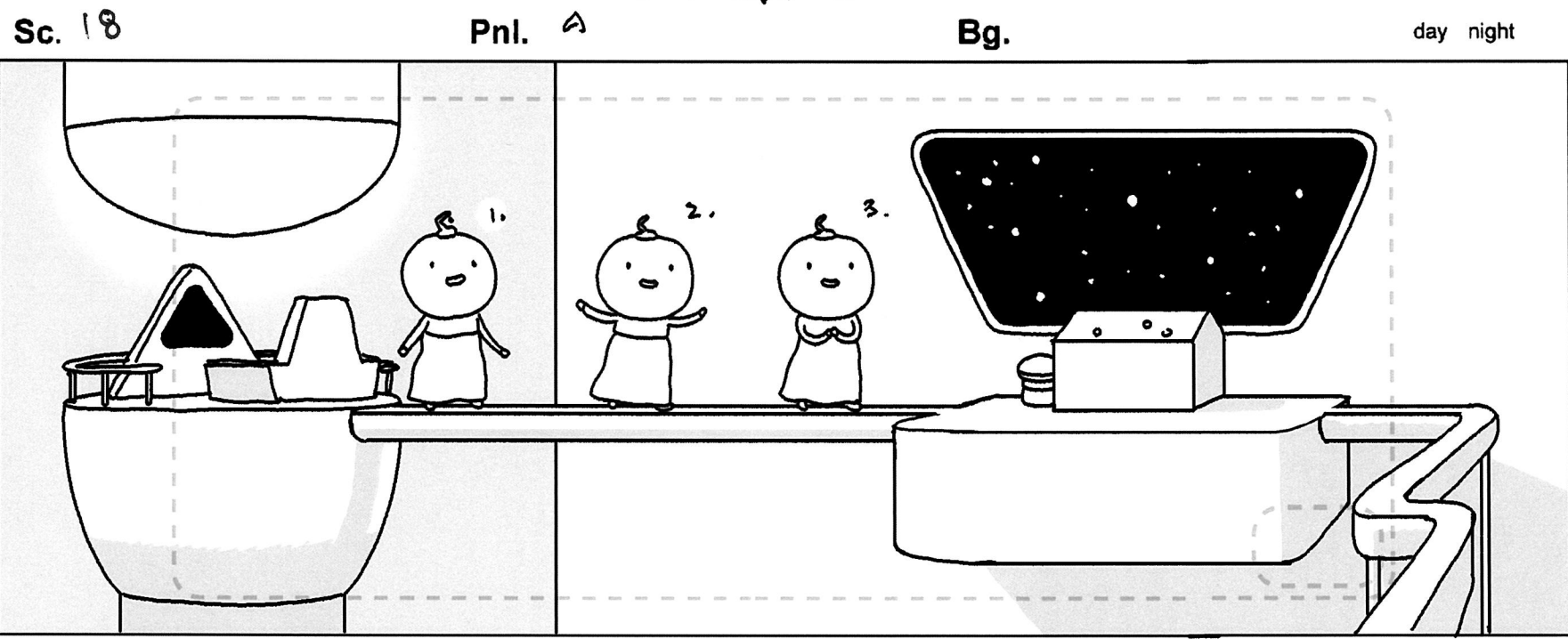


Dialog:
<p>(SFX) = BLOK =</p>
Action:
Timing:

EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	①	②	③
Q	YOU	KNOW, THE <u>PRESENT</u>	CAN BE FAR MORE INTERESTING THAN THE PAST.
Action:			
Timing:			

EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

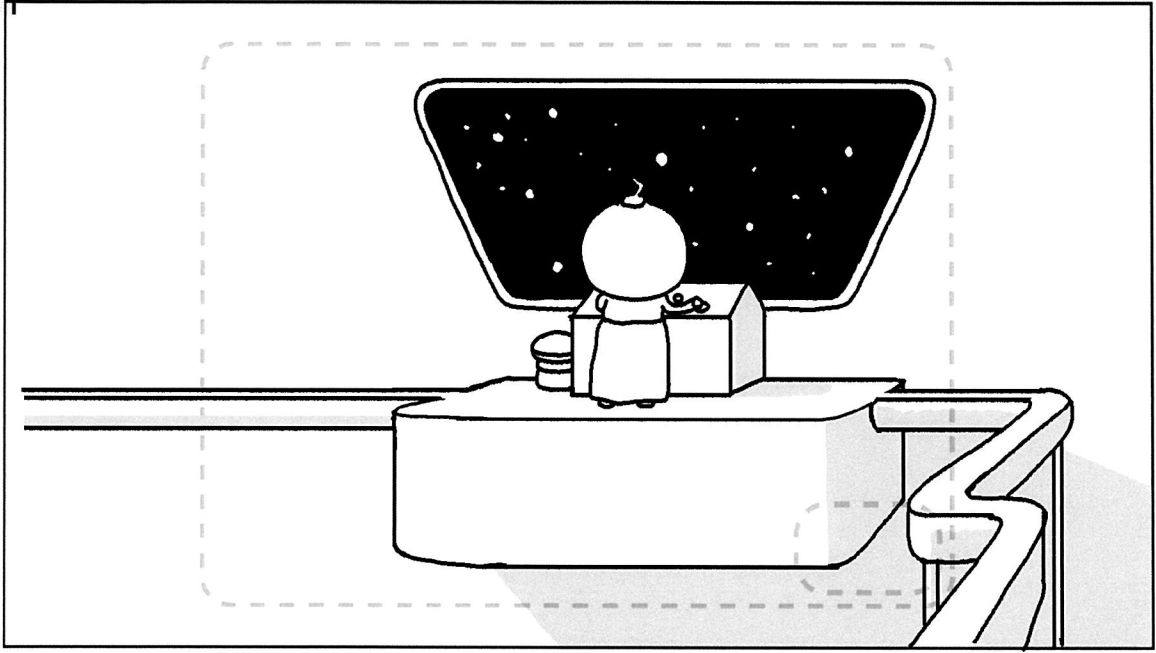


Sc. 18

Pnl. B

Bg.

day night

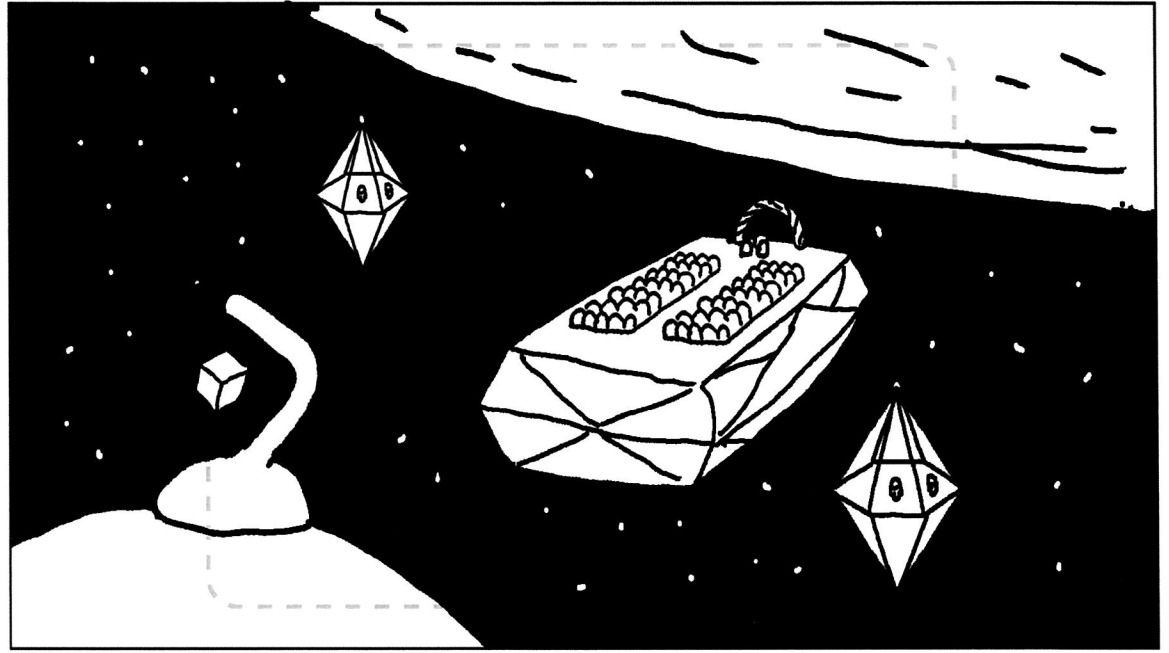


Sc. 19

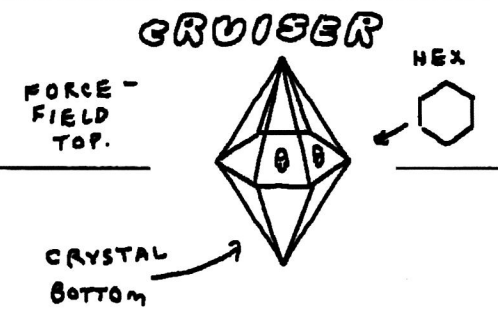
Pnl. A

Bg.

day night



Dialog:	
© LET'S SEE ... OH!	© IT'S A <u>SPACE</u> WEDDING.
Action:	
Timing:	



EPISODE # 1025-105  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 20

Pnl. A

Bg.

day night

Sc. 21

Pnl. A

Bg.

day night

Dialog:  
© IT'S FAR AWAY THOUGH. LET'S  
GO IN FOR A CLOSER LOOK.

Action:

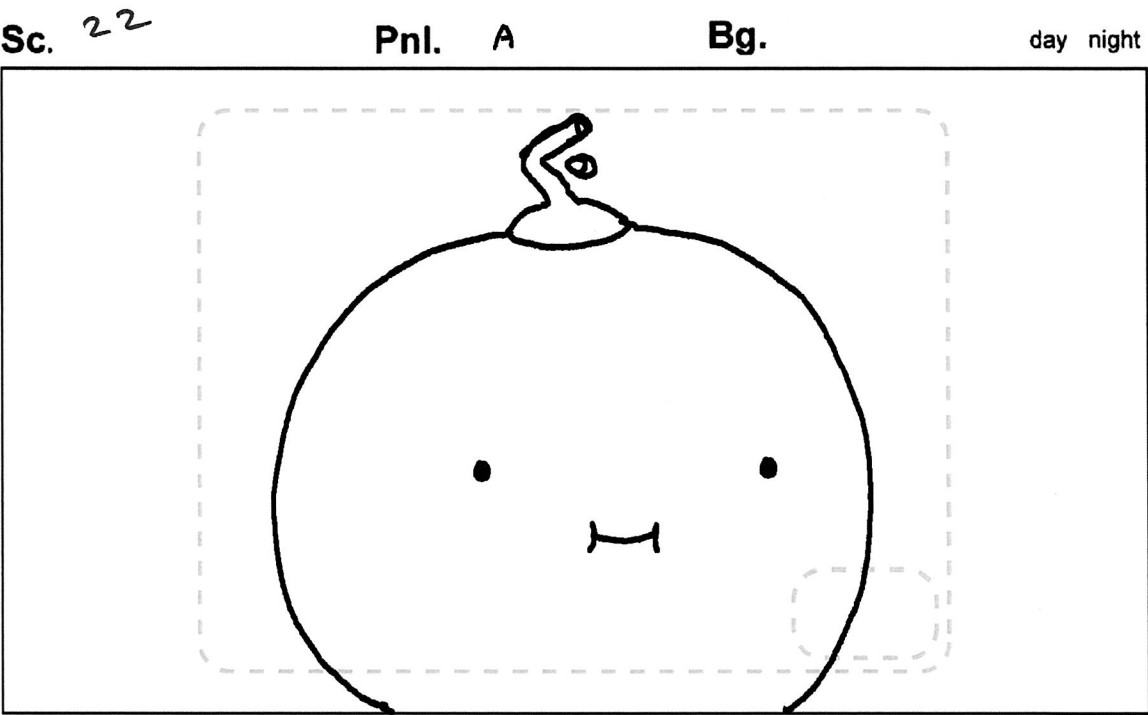
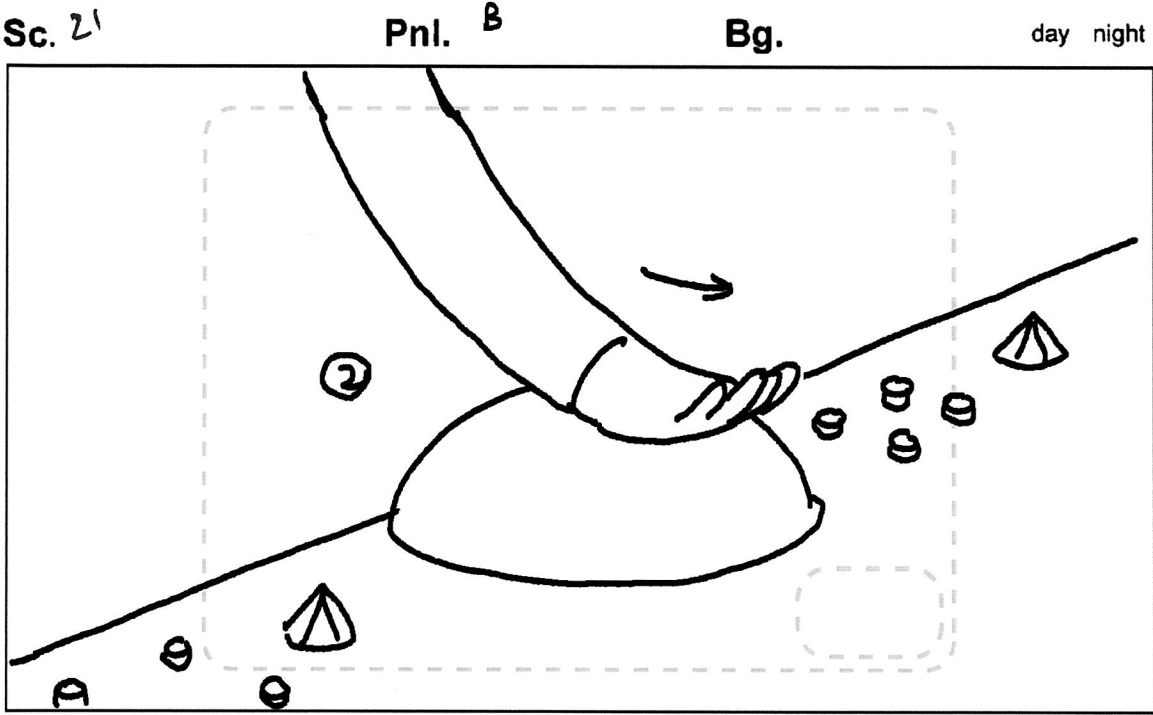
Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<p>(C) ... EASY. (SFX) (ENGINE REVVS)</p> <p>(SFX) == LOUD ENGINE NOISES ==</p>
Action:	
Timing:	

EPISODE # 1025-1as

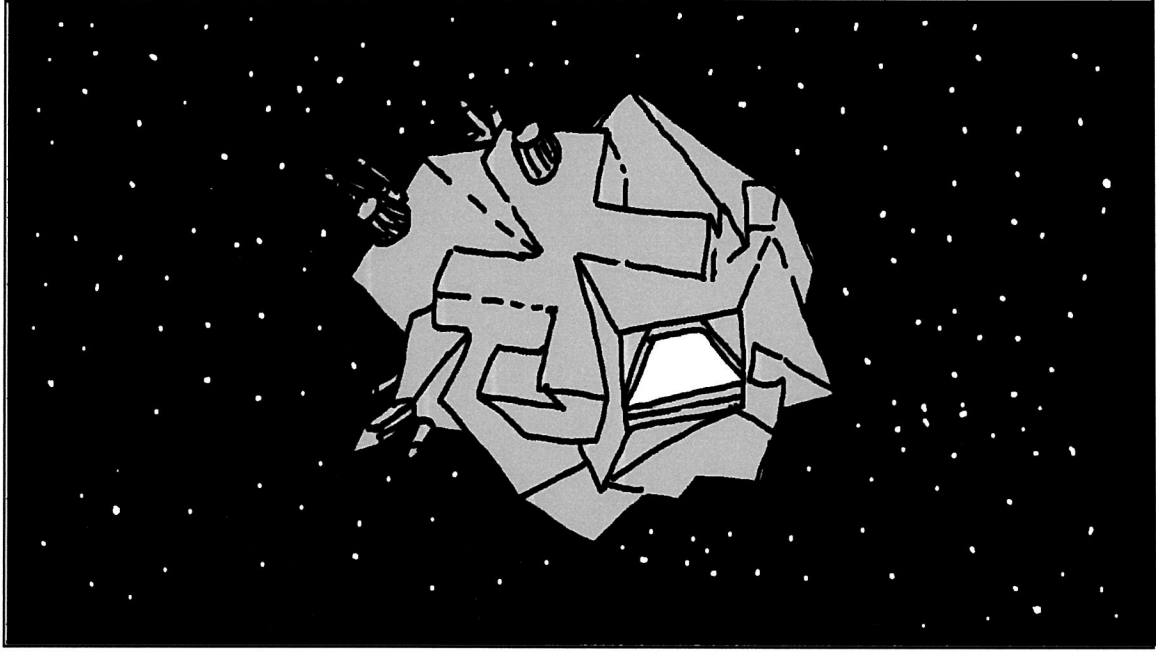
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

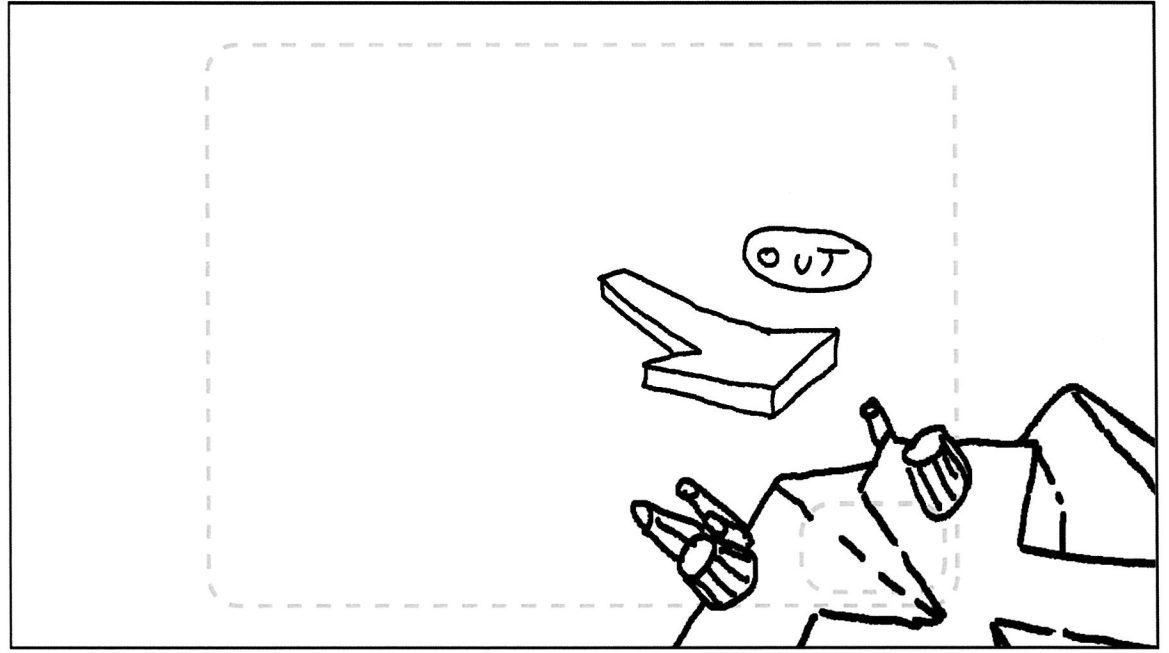
# ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night

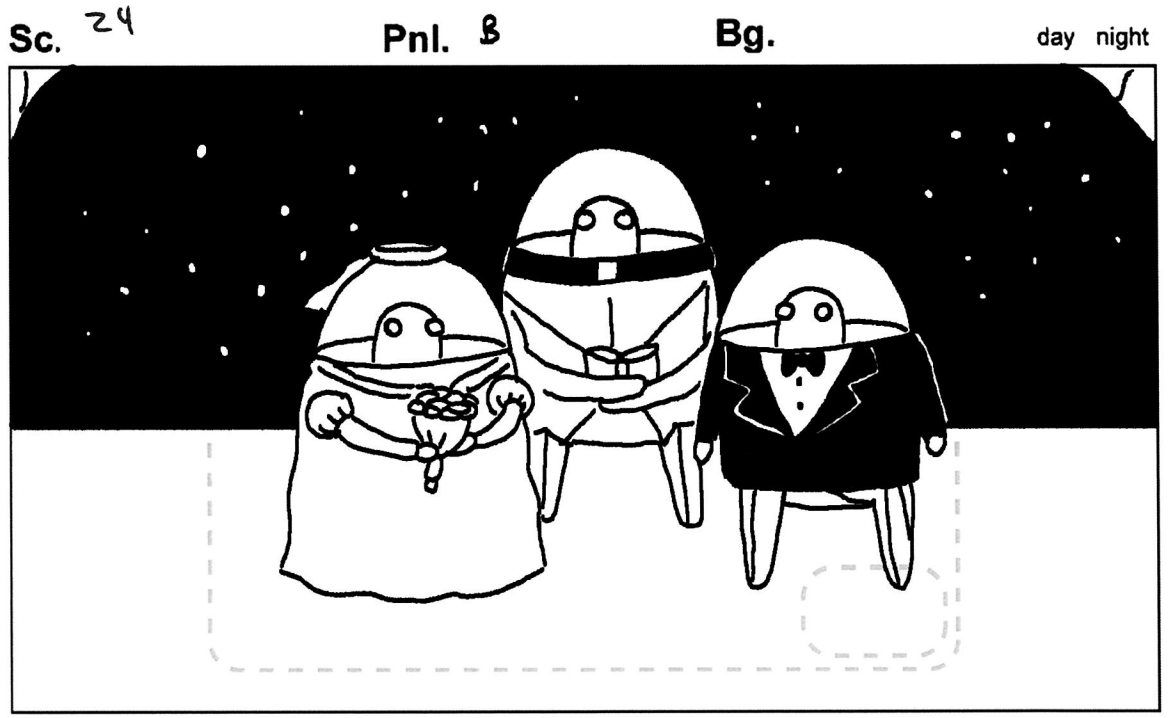
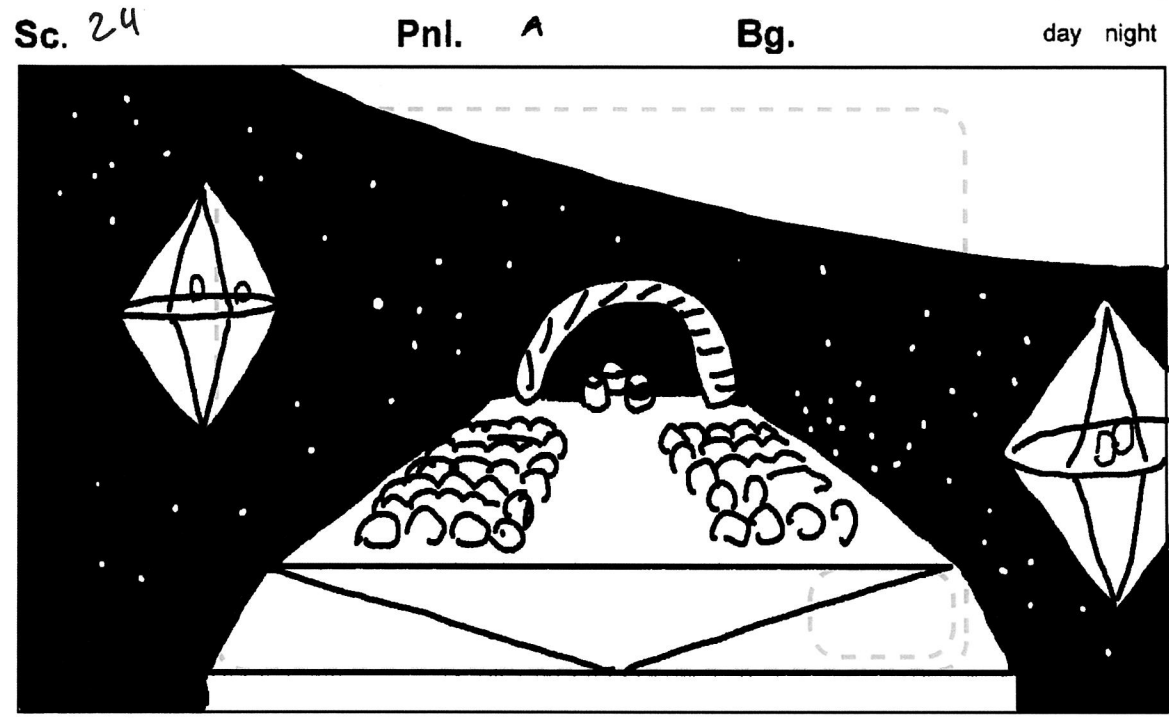


Dialog:
<p>(SEX) == LOUD ENGINE NOISES ==</p>
Action:
Timing:

EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:

(SFX) VRRRRRR!!!

Action: ZOOM IN REAL FAST.

Timing:

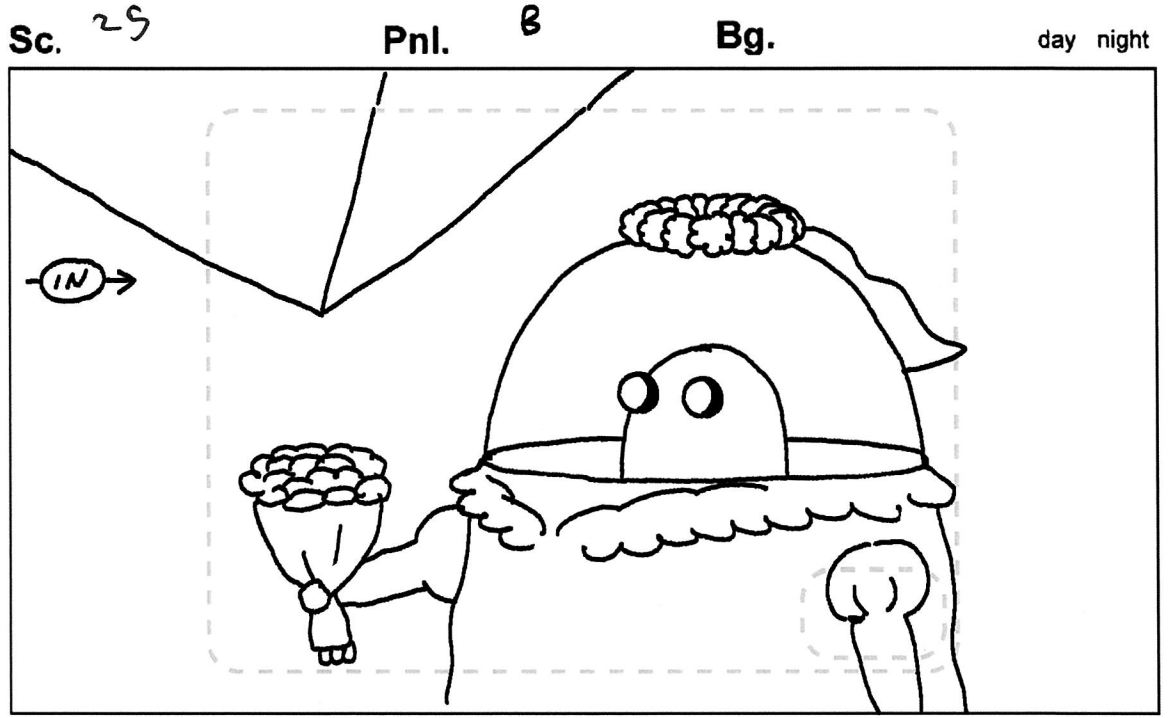
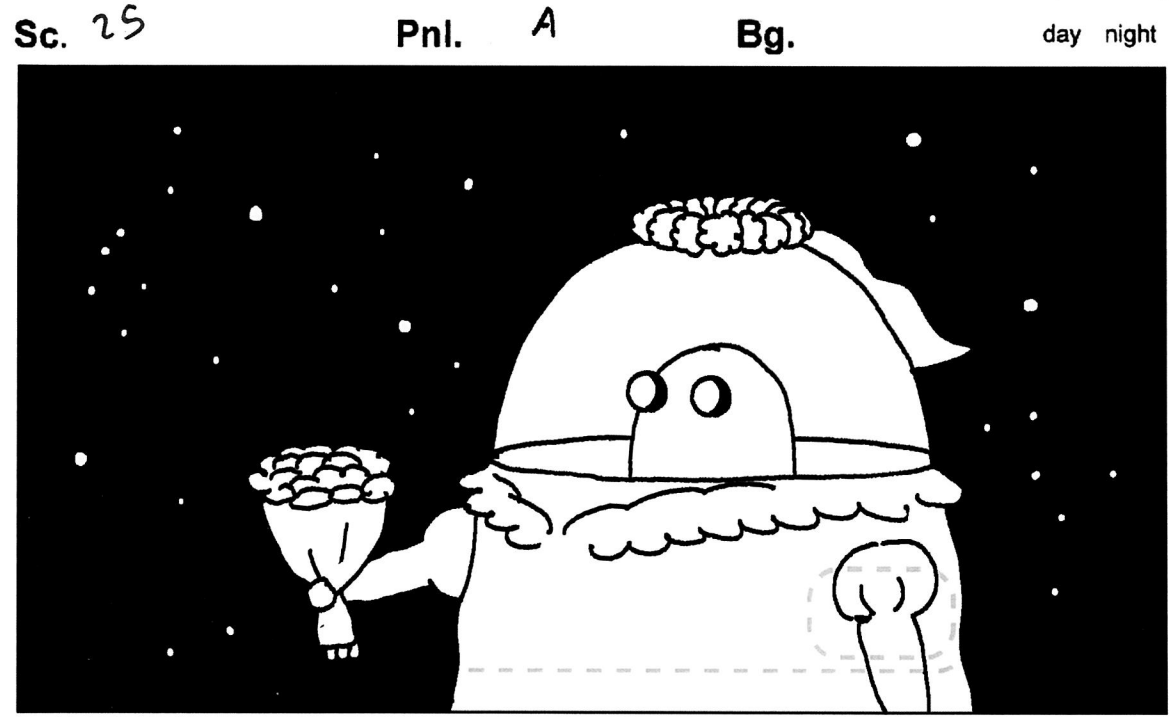
EPISODE # 1025-195

Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
Action:
Timing:

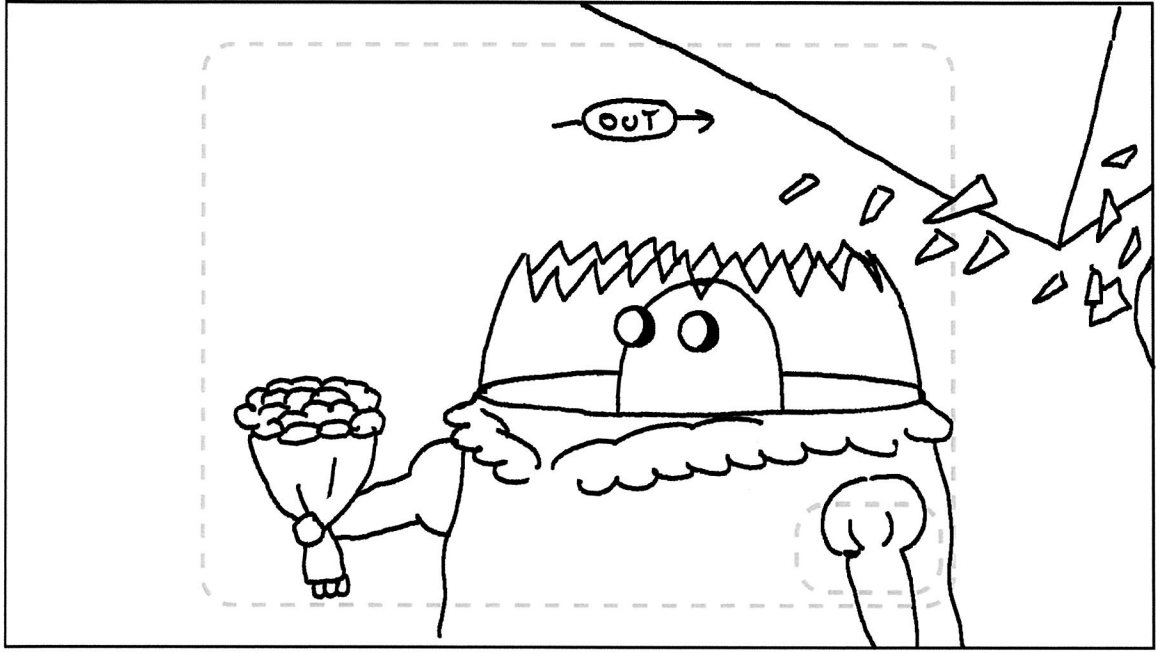
EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

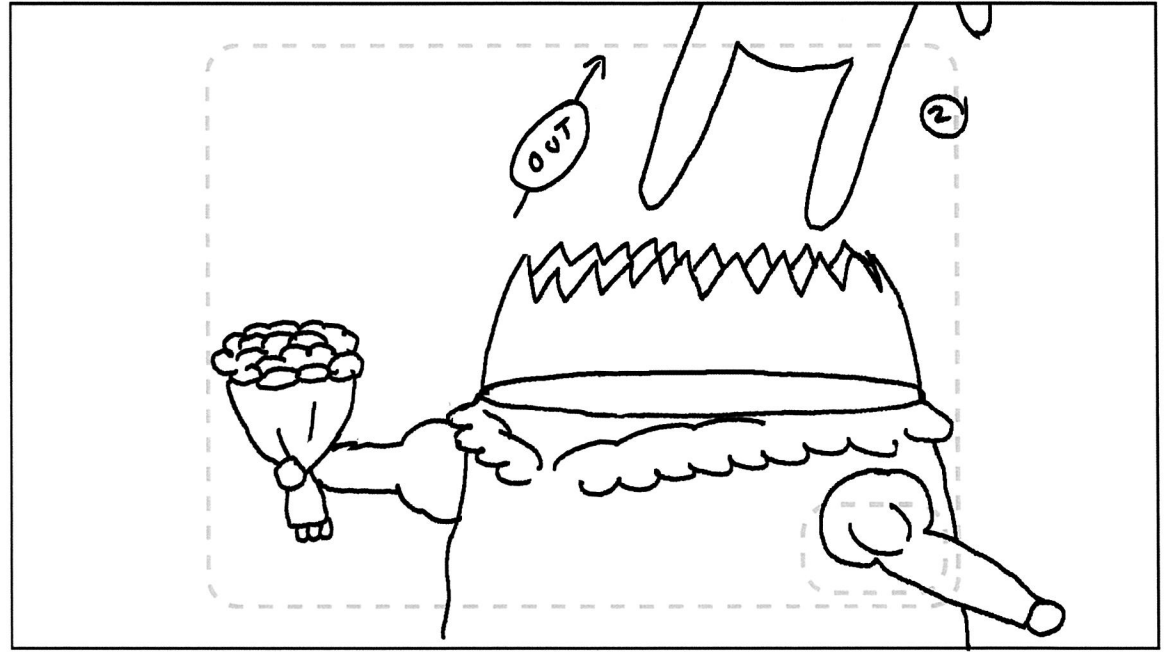
# ADVENTURE TIME



Sc. ~~116~~ 25 Pnl. C Bg. day night



Sc. ~~26~~ 25 Pnl. D Bg. day night



Dialog:

Action:

Timing:

(SFX) SHUP

SUCKED OUT FAST

PASSING POSE. ALL SKIN ONE COLOUR

①

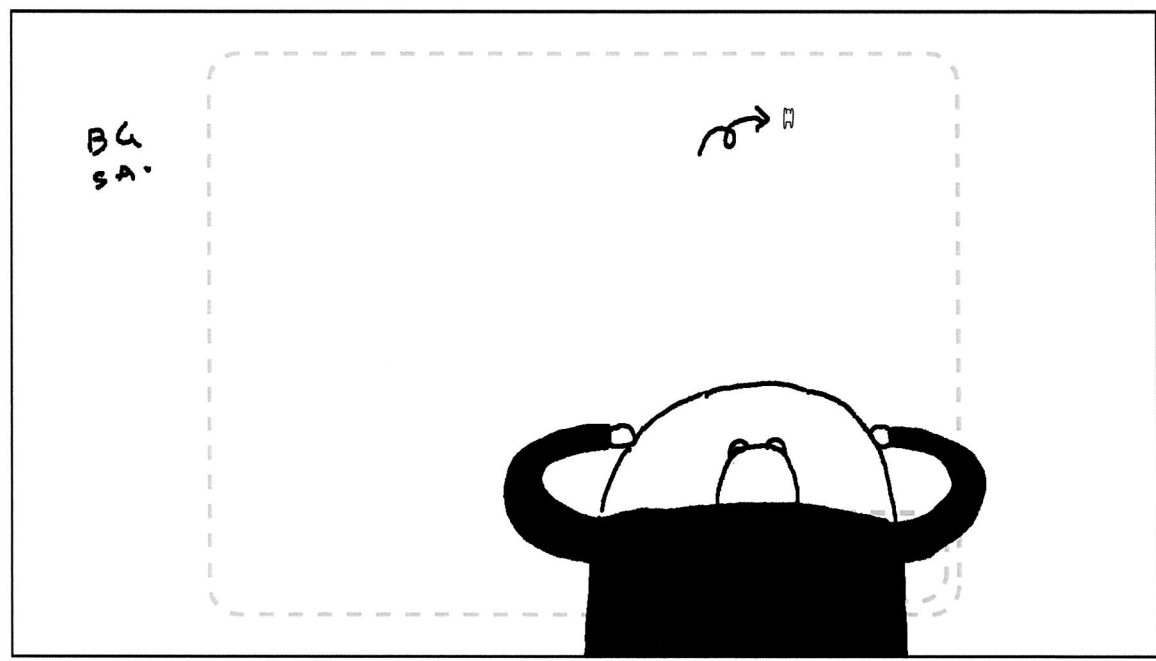
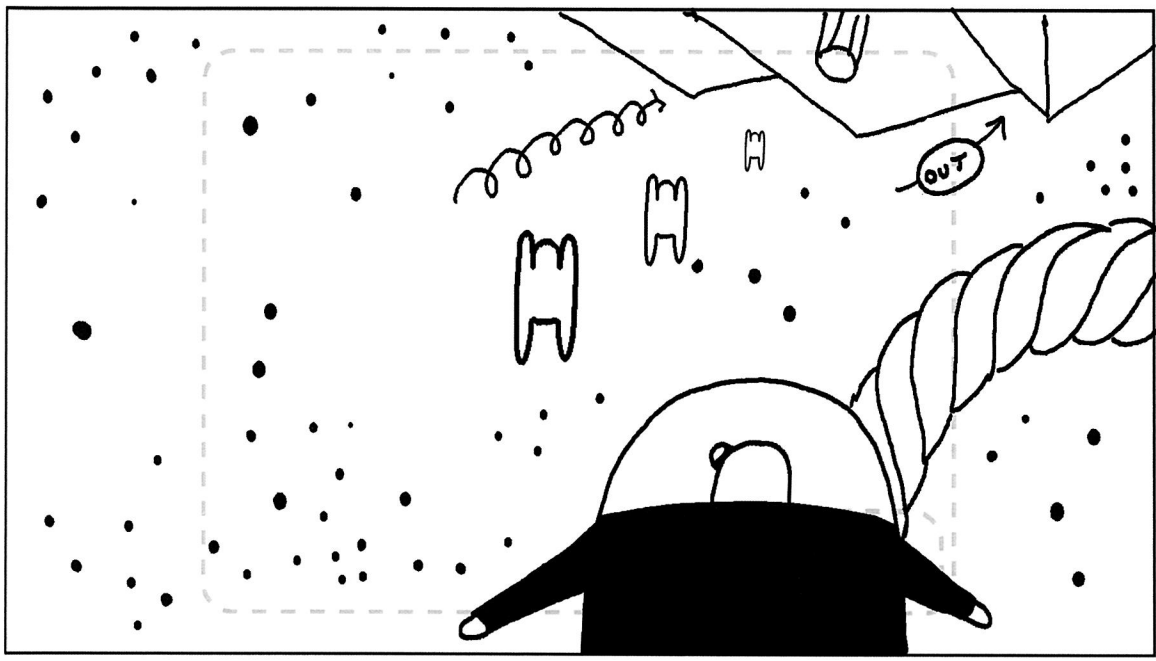
EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night Sc. 26 Pnl. B Bg. day night



Dialog:

Action: A B C D SPIN OUT CYCLE

NAKED BRIDE SPINS OFF INTO SPACE

Timing: SHIP LEAVES FRAME

1025-1a5

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



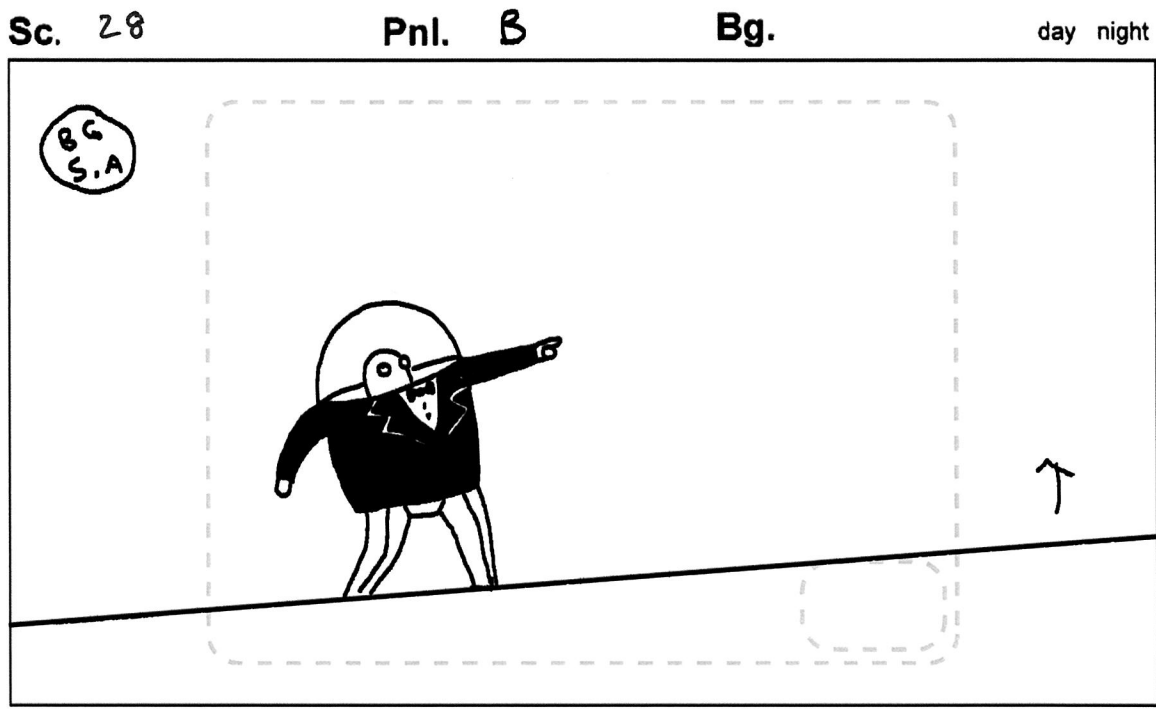
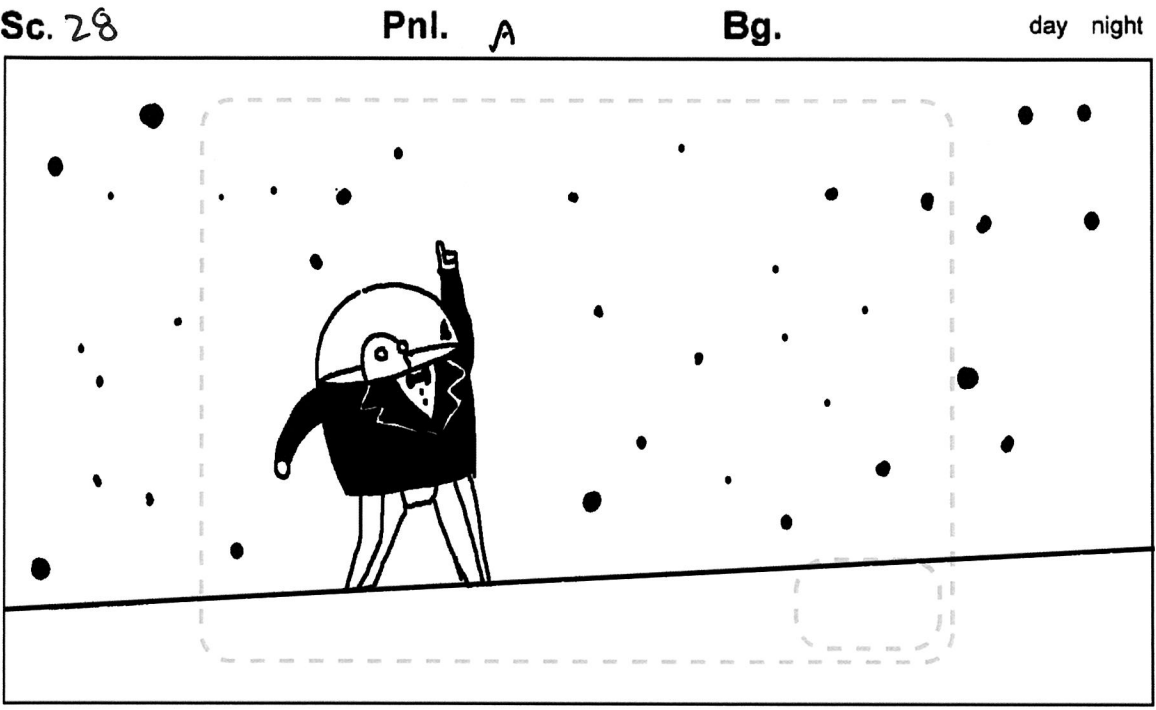
Sc. 27	Pnl. A	Bg.	day night	Sc. 27	Pnl. B	Bg.	day night

Dialog:
Action: <div>S.P. HEAD WHIPS AROUND</div>
Timing:

EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	<p>(GROOM) / &lt; AVENGE MY BRIDE &gt;</p>
Action:	<p>== GROUND PLAIN PIVOTTING UP. ==</p>
Timing:	

Production : EPISODE # 1025-195

ADVENTURE TIME



Sc. 28

Pnl. C

Bg.

day night

Sc. 28

Pnl. D

Bg.

day night

Dialog:

(SFX)

PEW

PEW

PEW

PEW

PEW

PEW

PEW

PEW

PEW

PEW

Action:

Timing:

EPISODE #

1025-19S

Production :

## ADVENTURE TIME

Page 39

Sc. 29

**Pnl. A**

**Bg.**

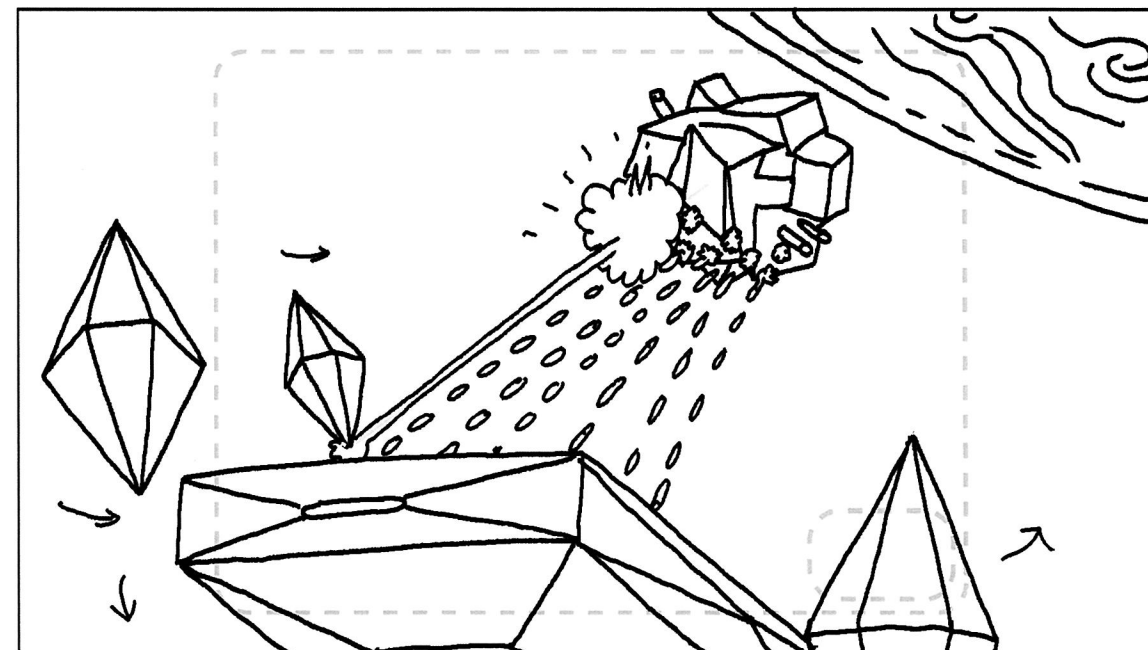
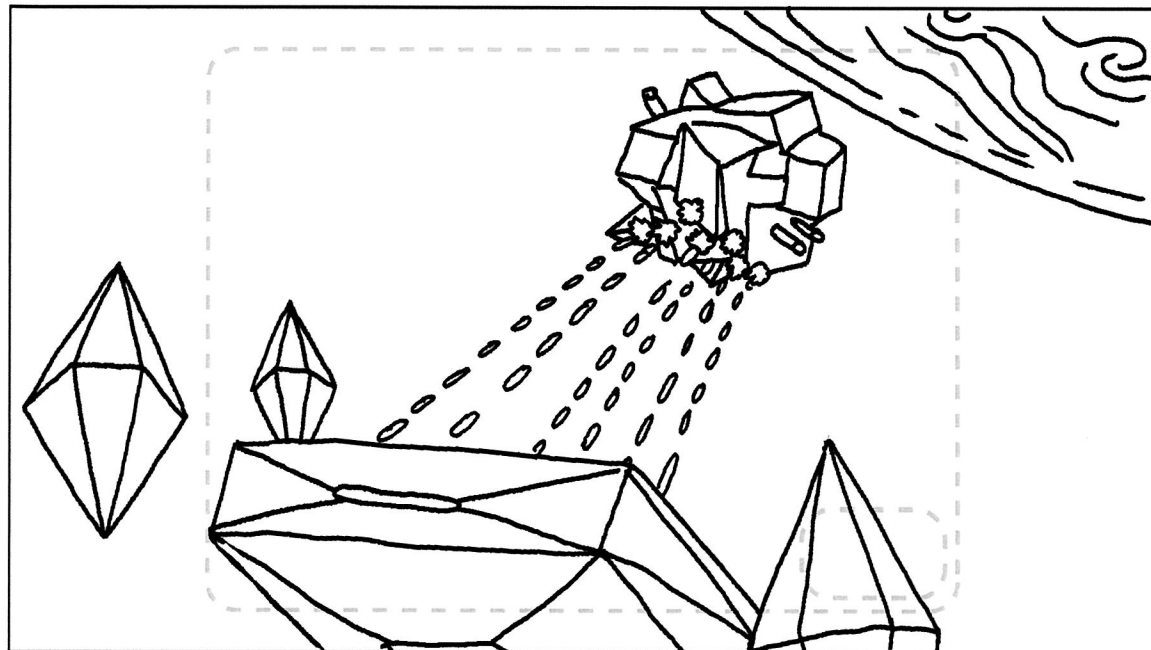
day night

Sc. 29

**Pnl. B**

**Bg.**

day night



**Dialog:**

SMALL GUNS

PEW

$$p \in \omega$$

PEW

354

P E W

PEW

$$p \in \mathcal{W}$$

PEW

$P \in W$

CRUISER  
CANNON

PSHOW.

**Action:**

**Timing:**

1025-195

**EPISODE #**

**Production :**

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

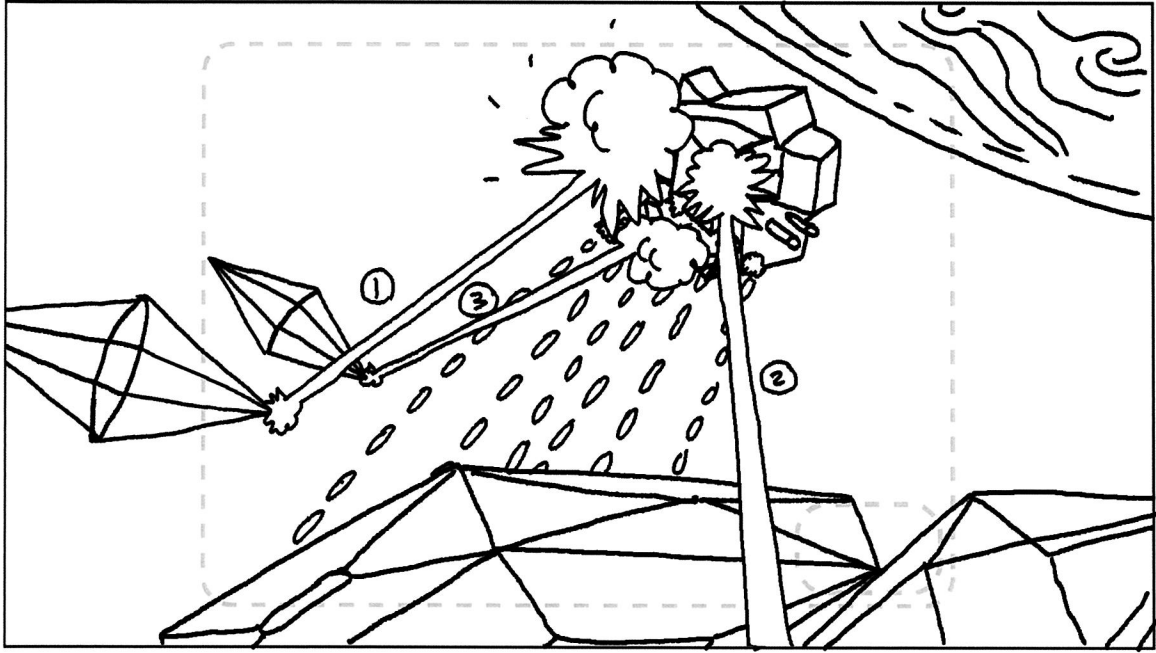


Sc. 29

Pnl. C

Bg.

day night

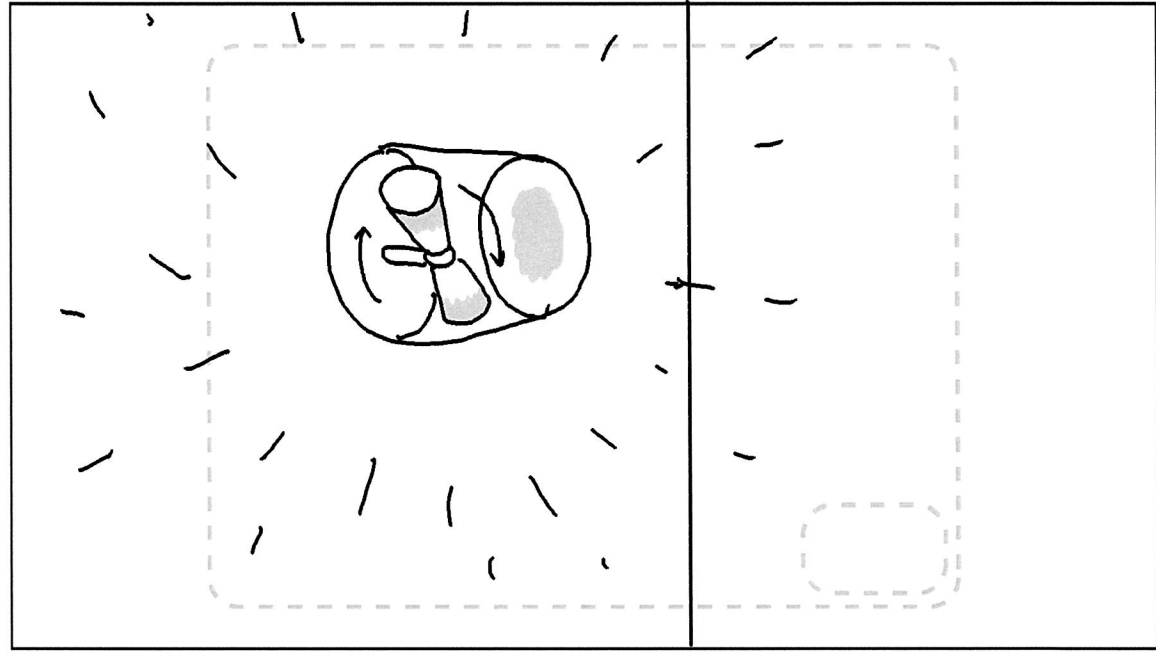


Sc. 30

Pnl. A

Bg.

day night



Dialog: PEW! PEW! PEW! PEW! PEW! PEW!

(SFX) ① PRSHOW! ② PRSHG!  
③ PROWSHAUGH!

(SFX) AY! AY! AY! AY!

Action: - ALARM LIGHTS SPINNING.  
- INT. OF CUBER'S SHIP  
- ALL LIT RED.

Timing:

EPISODE # 1025-19S  
Production :



ADVENTURE TIME



Sc. 36

Pnl. B

Bg.

day night

Sc. 31

Pnl. A

Bg.

day night

Dialog:

SPX / PS HROW !

Q WABLE P

Action:

Timing:

EPISODE # 1025-195

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



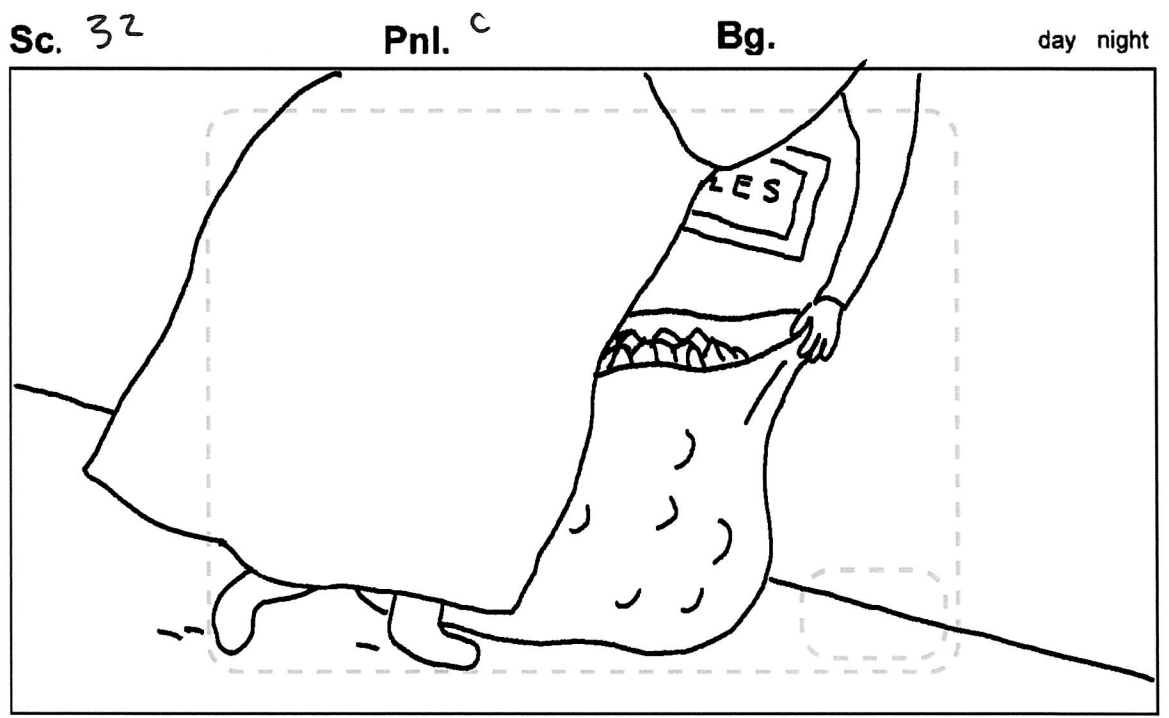
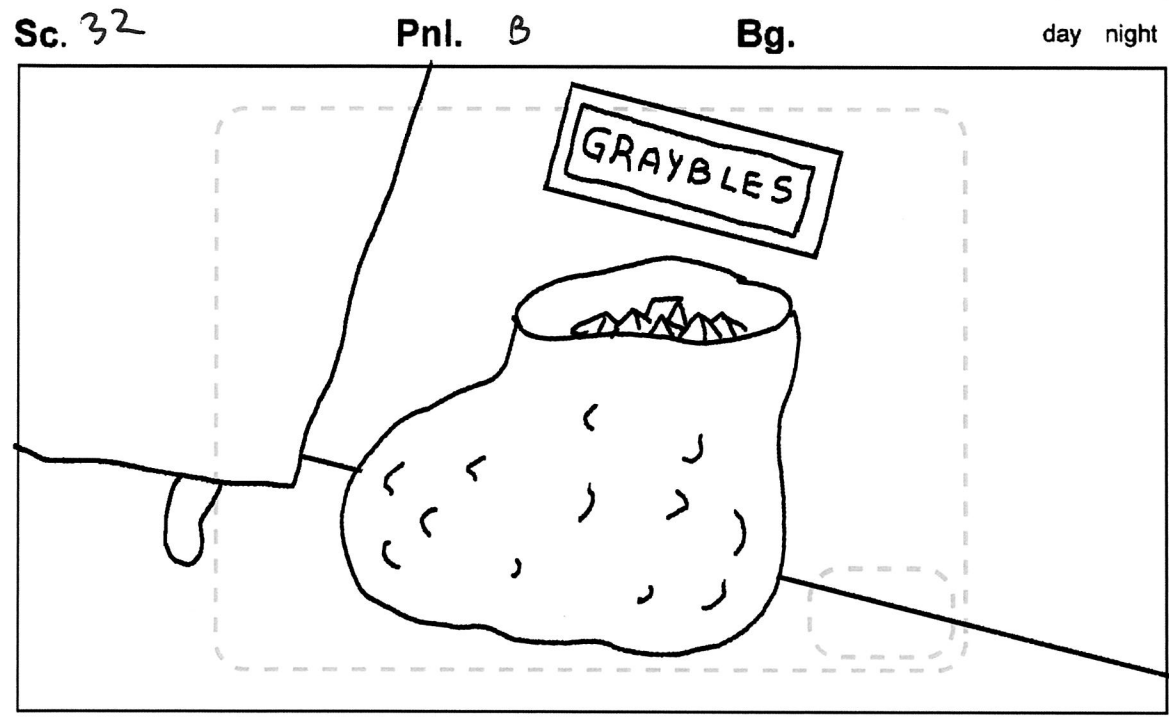
Sc. 31	Pnl. B	Bg.	day night	Sc. 32	Pnl. A	Bg.	day night

Dialog:
© (BABBLING) BABLE . . . BABLE . . BABLE .
Action:
Timing:

Production : EPISODE # 1025-19S

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
Action: (( DAINTY STEPS. ))
Timing:

Production : 1025-JAS EPISODE #

ADVENTURE TIME

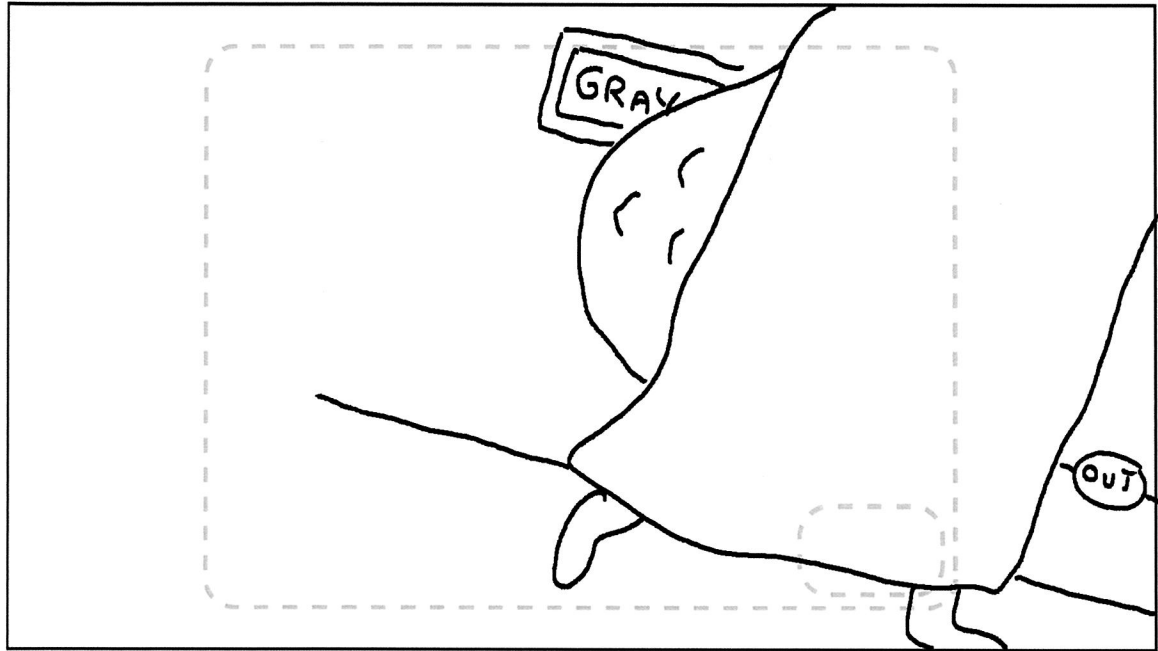


Sc. 32

Pnl. 1 D

Bg.

day night

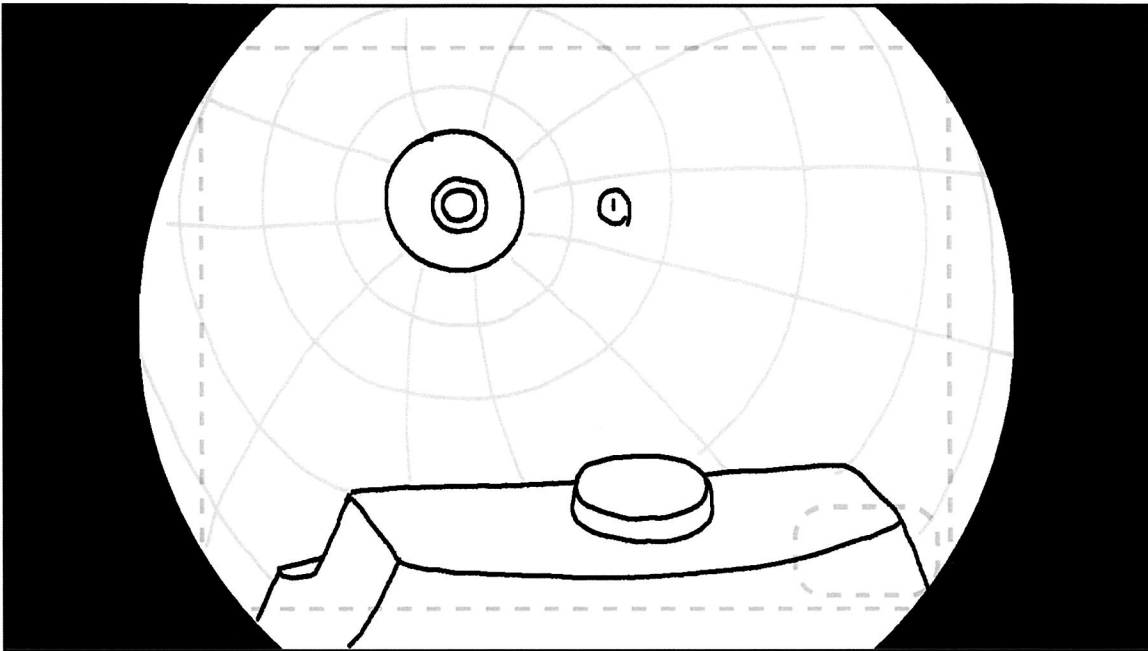


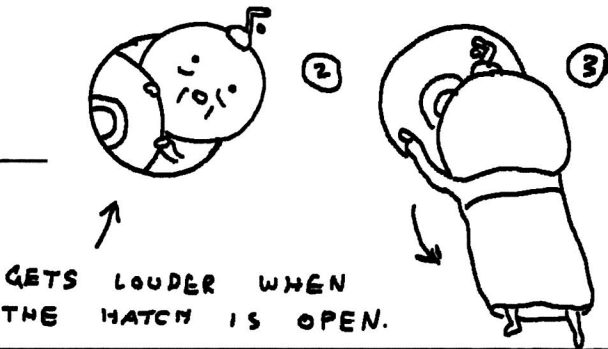
Sc. 33

Pnl. A

Bg.

day night



Dialog:	Q = GRAYBLE, LABLE ( SOUND QUIETER IN THE POD )
Action:	STILL LIT RED. 
Timing:	GETS LOUDER WHEN THE HATCH IS OPEN.

ADVENTURE TIME

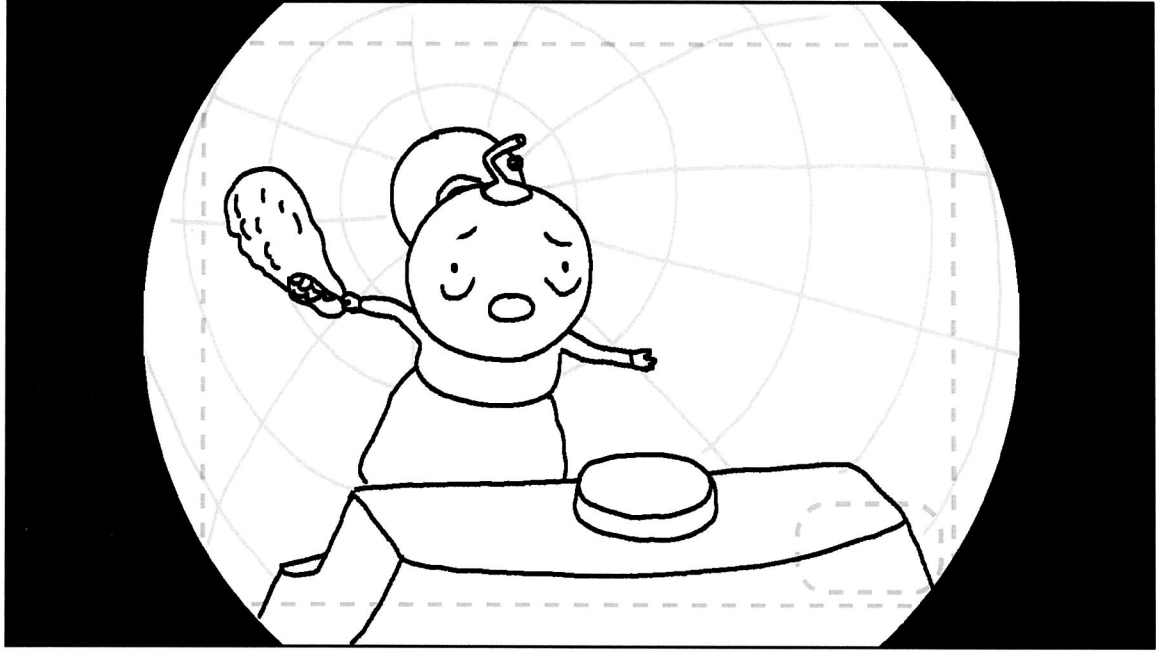


Sc. 33

Pnl. B

Bg.

day night

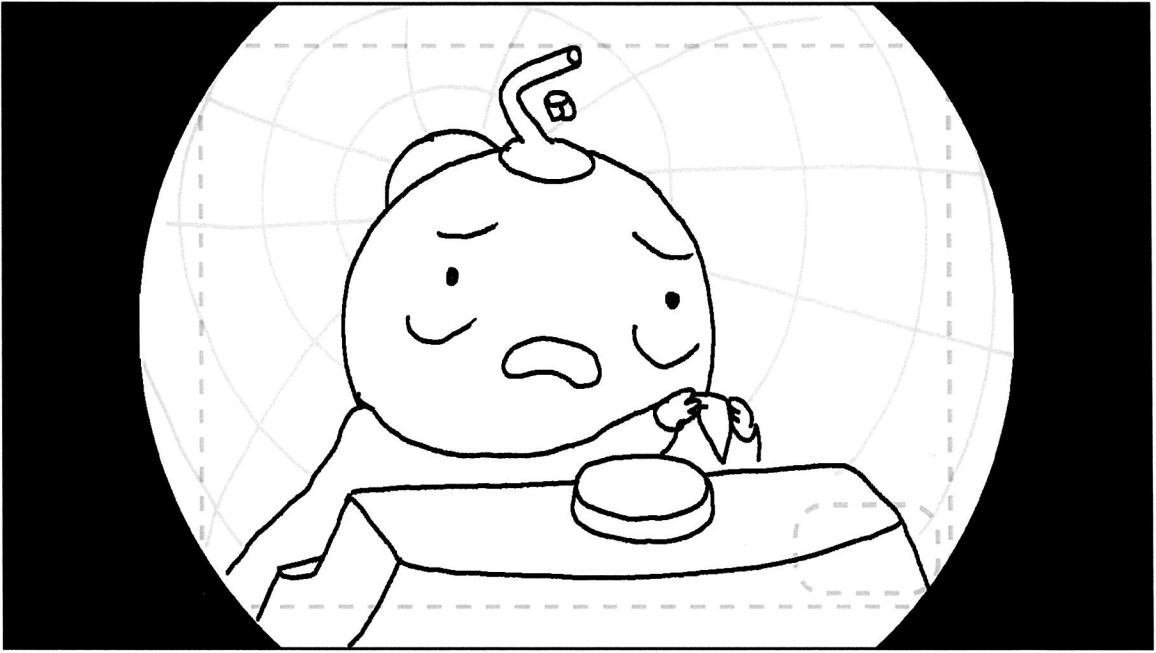


Sc. 33

Pnl. C

Bg.

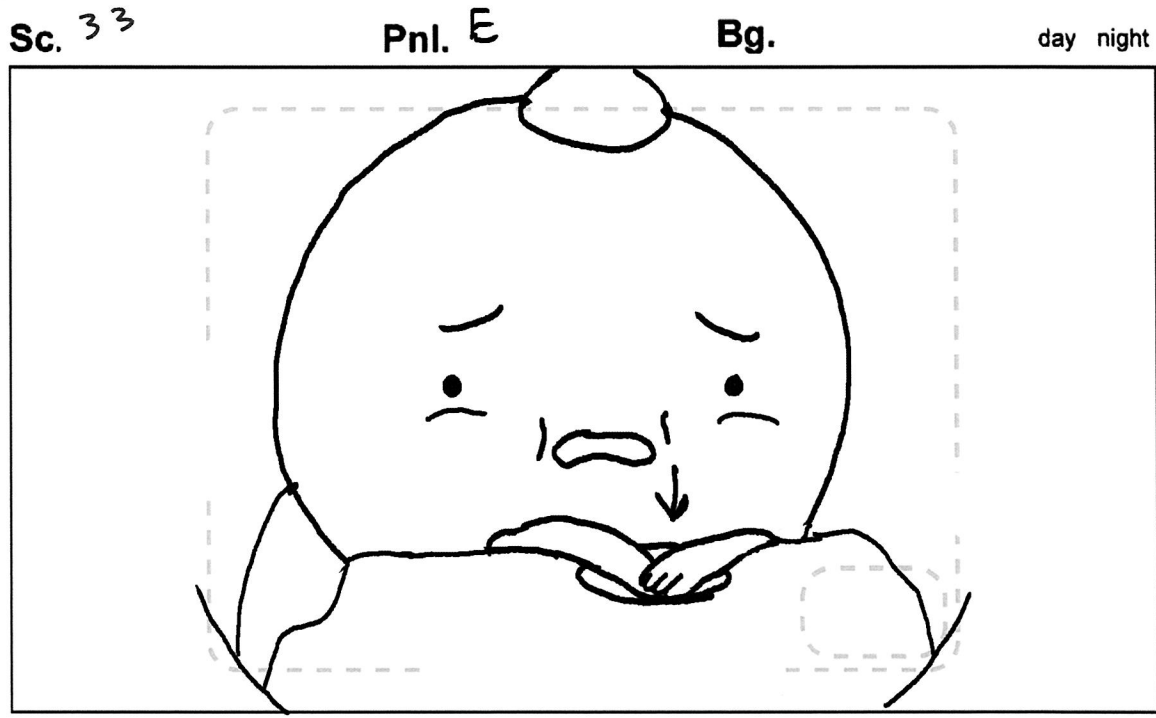
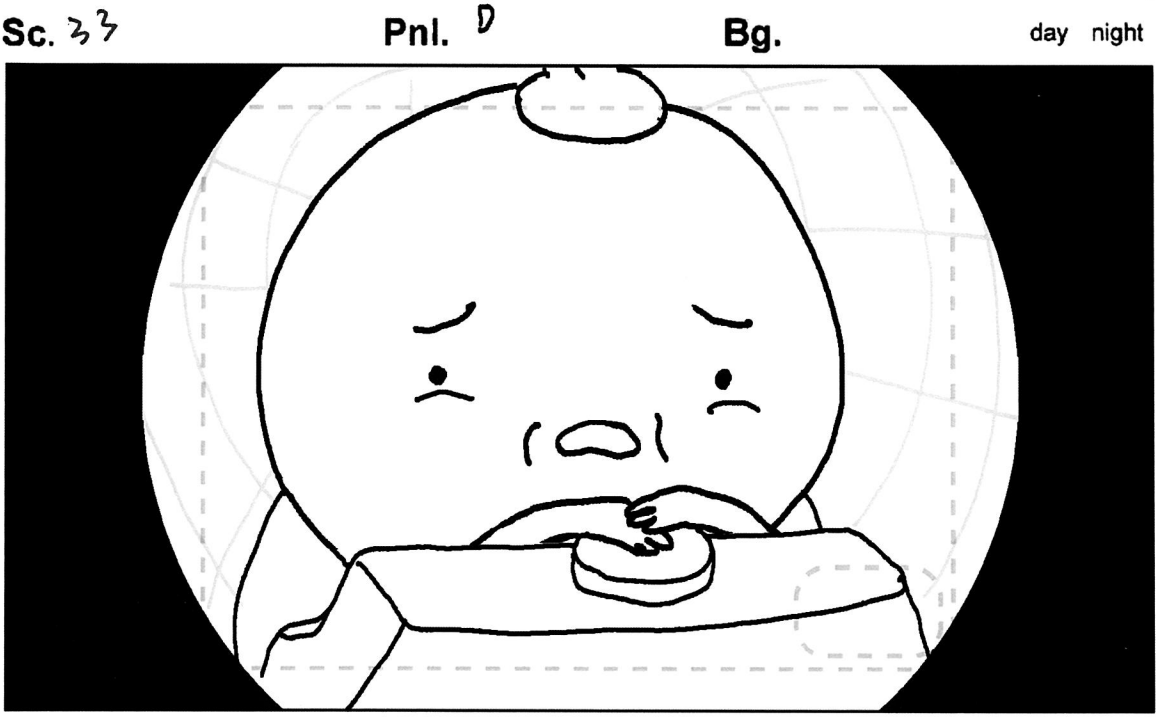
day night



Dialog:	©/ BABLE = PANT = LABLE = PANT =
Action:	
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Dialog:	(C) NEUGH.
Action:	POSMES THE BUTTON DOWN.
Timing:	

EPISODE # 1025-195  
Production :

# ADVENTURE TIME

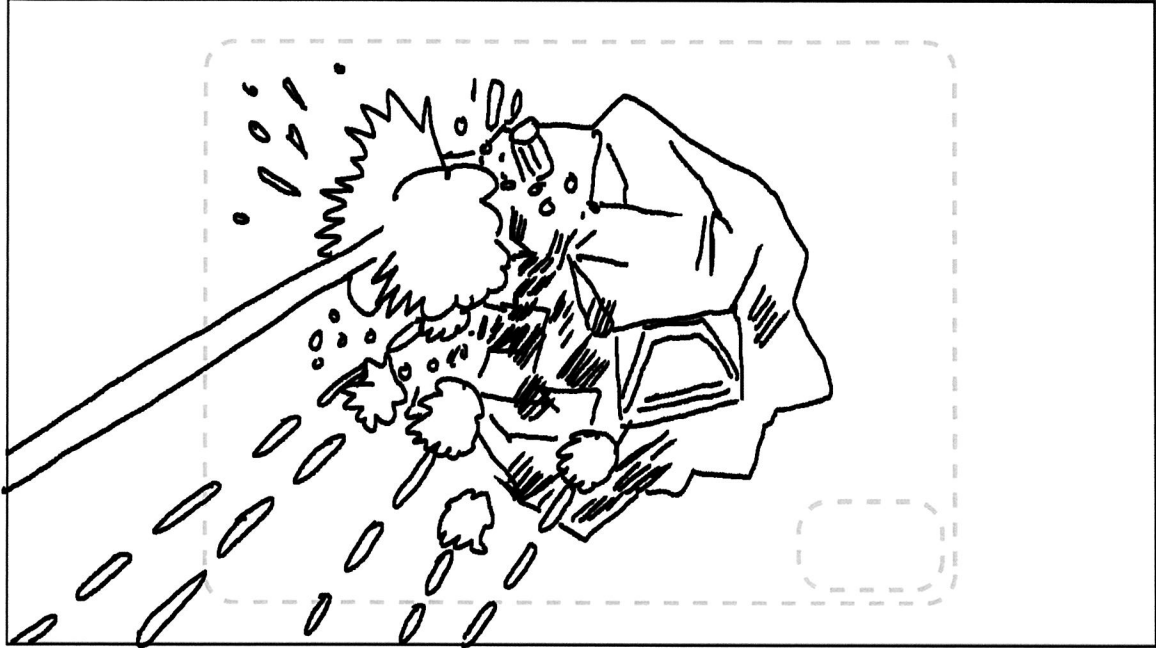


Sc. 34

Pnl. A

Bg.

day night

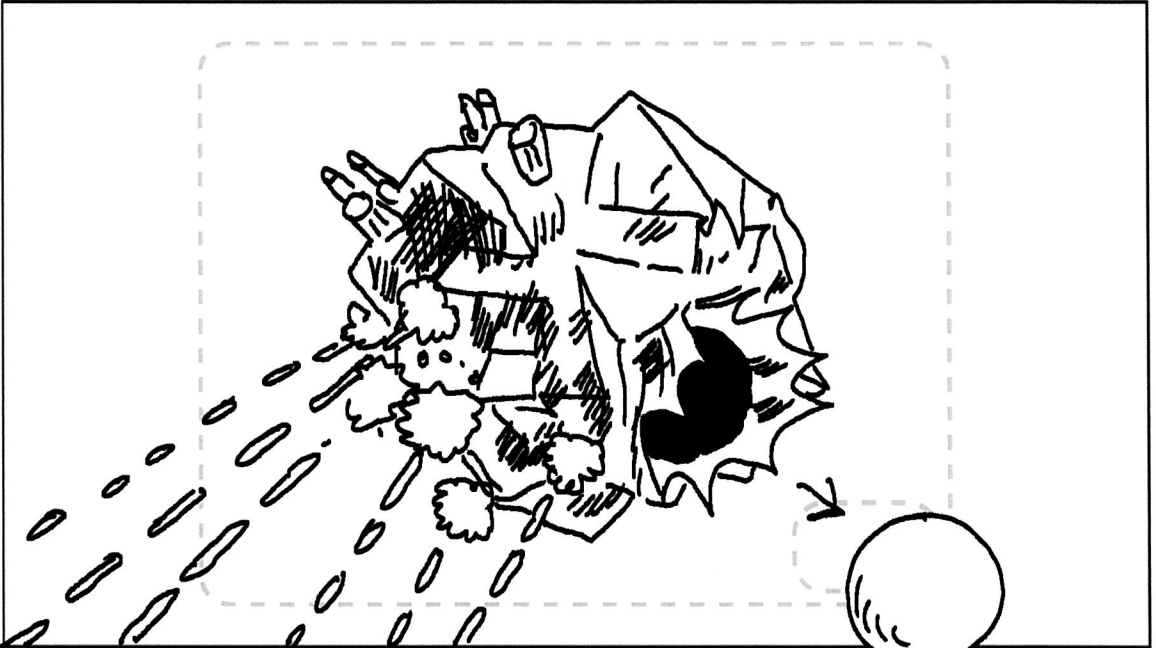


Sc. 34

Pnl. B

Bg.

day night



Dialog:

**SMASH!!**

Action:

Timing:

EPISODE # 1025-19S  
Production :

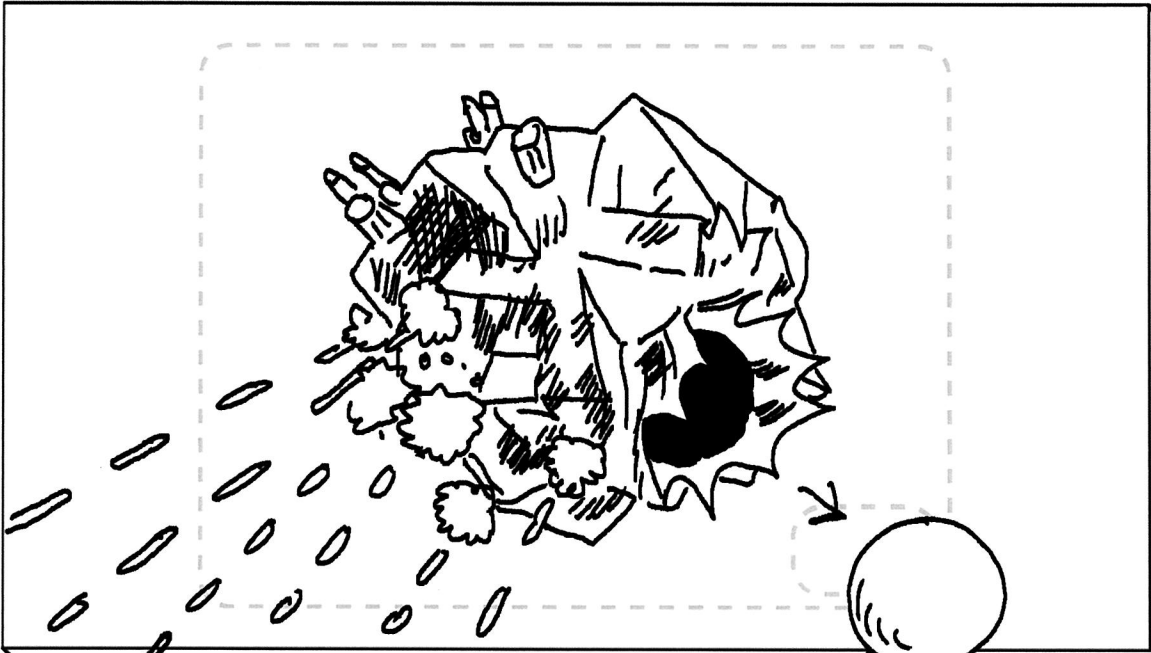
Sc. 34

Pnl. C

Bg.

Page 48

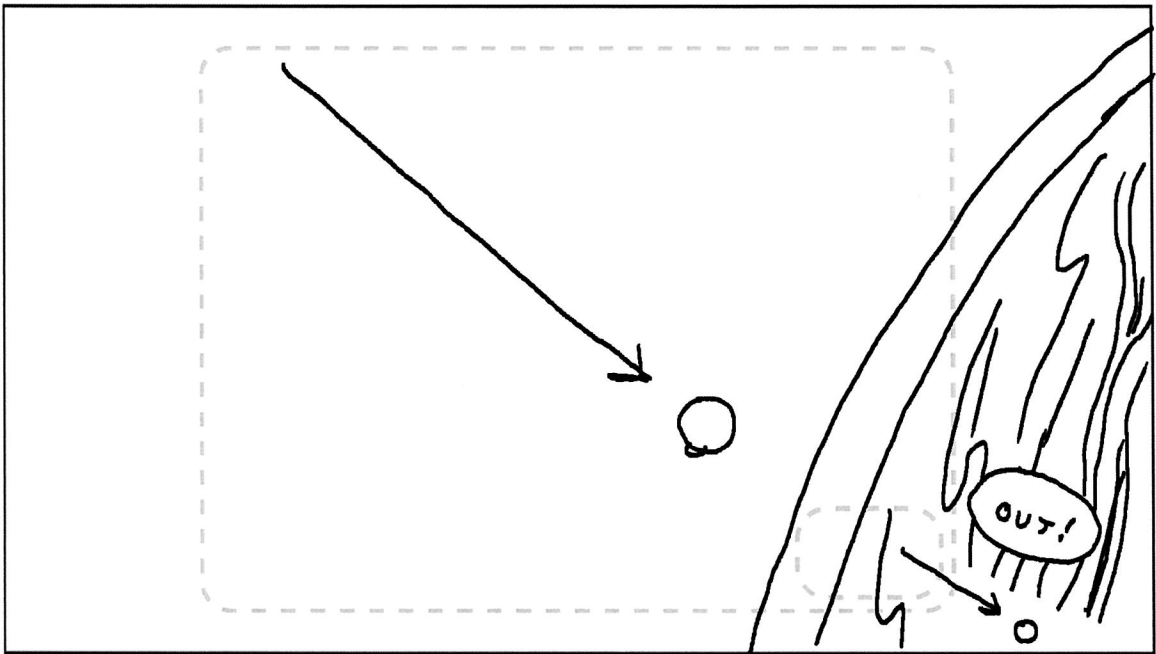
day night



A O U



ADVENTURE TIME



OUT!

Production :

EPISODE #

1025-195

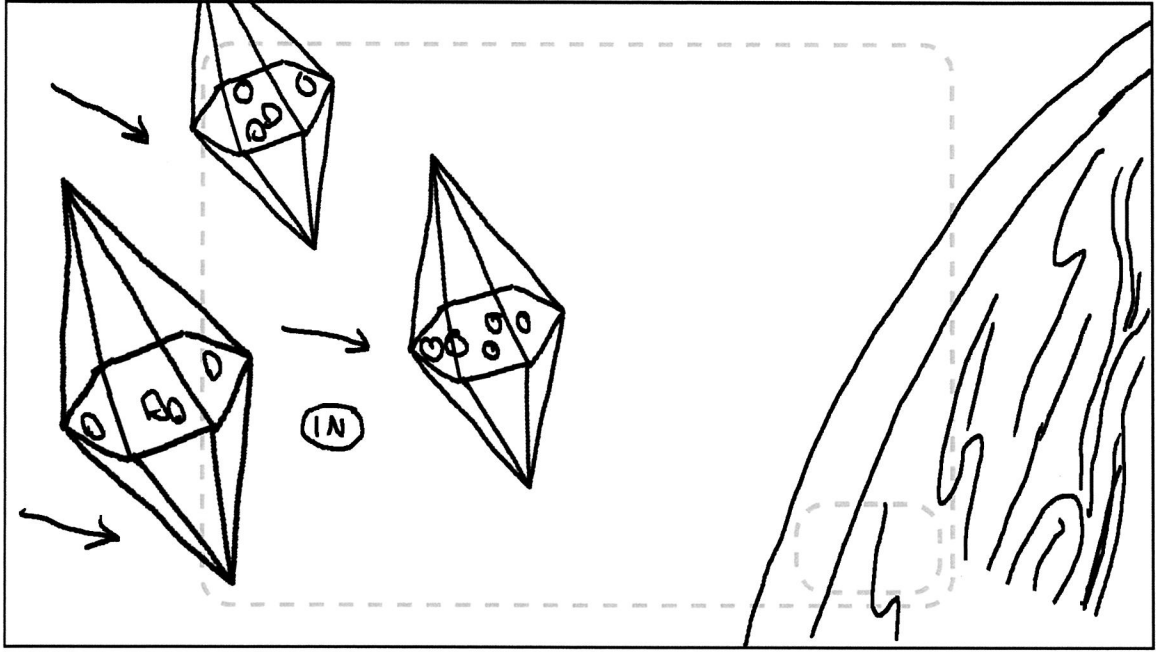


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

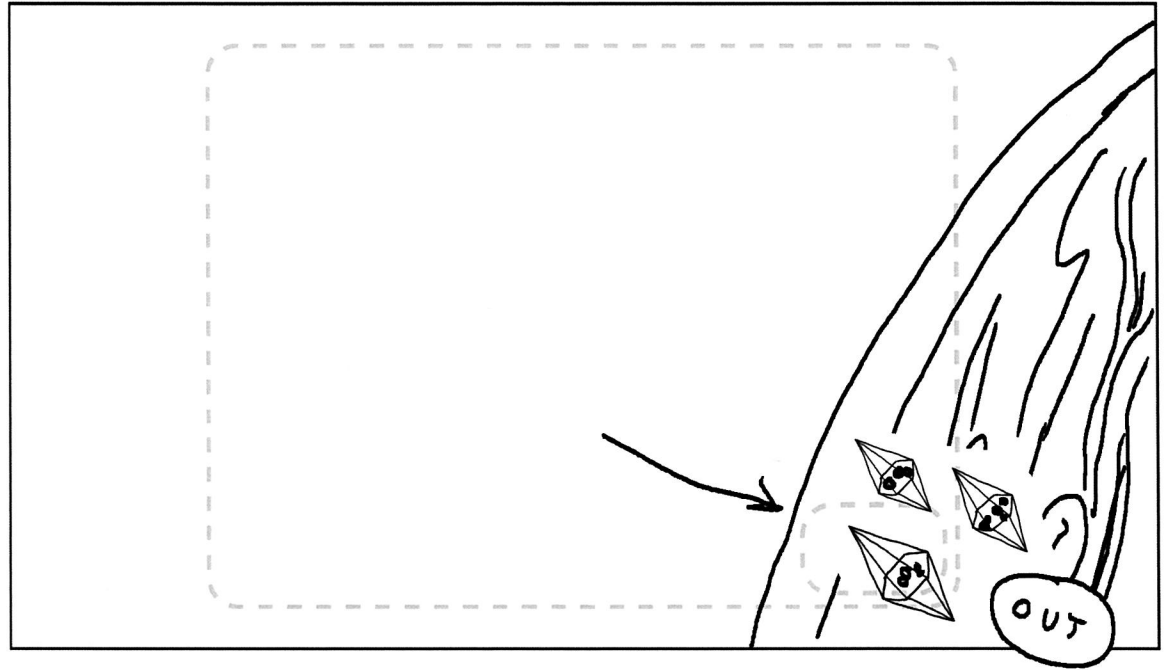
# ADVENTURE TIME



Sc. 34 Pnl. D Bg. day night



Sc. 34 Pnl. E Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE # 1025-195

ADVENTURE TIME



Sc. 39

Pnl. A

Bg.

day night

Sc. 3 S

Pnl. B

Bg.

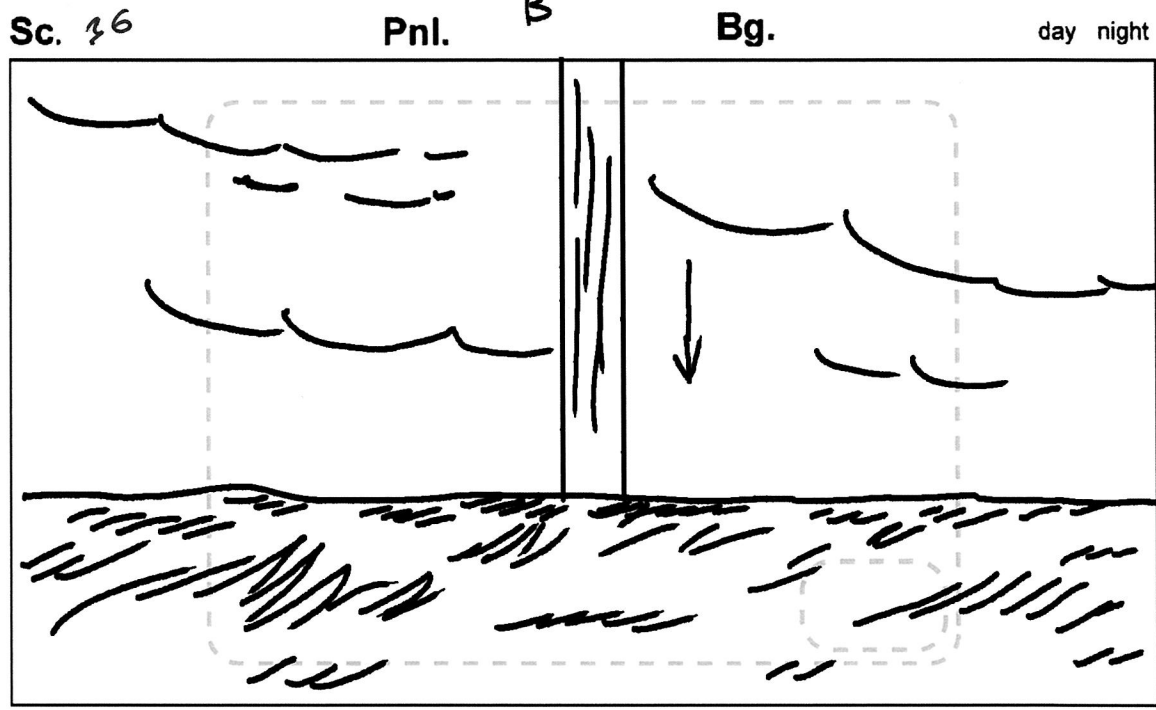
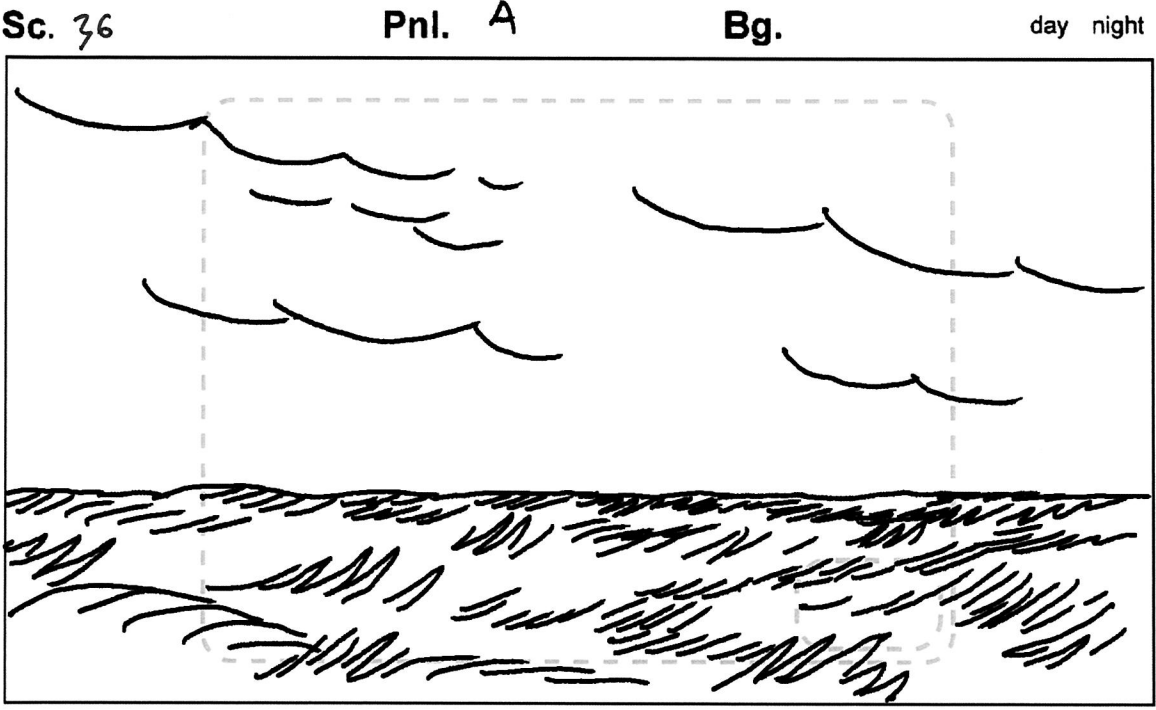
day night

Dialog:
Action: <div>ATMOSPHERIC ENTRY</div> <div>- PIVOTS DOWNWARD - FLAMES</div>
Timing:

EPISODE # 1025-19S  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

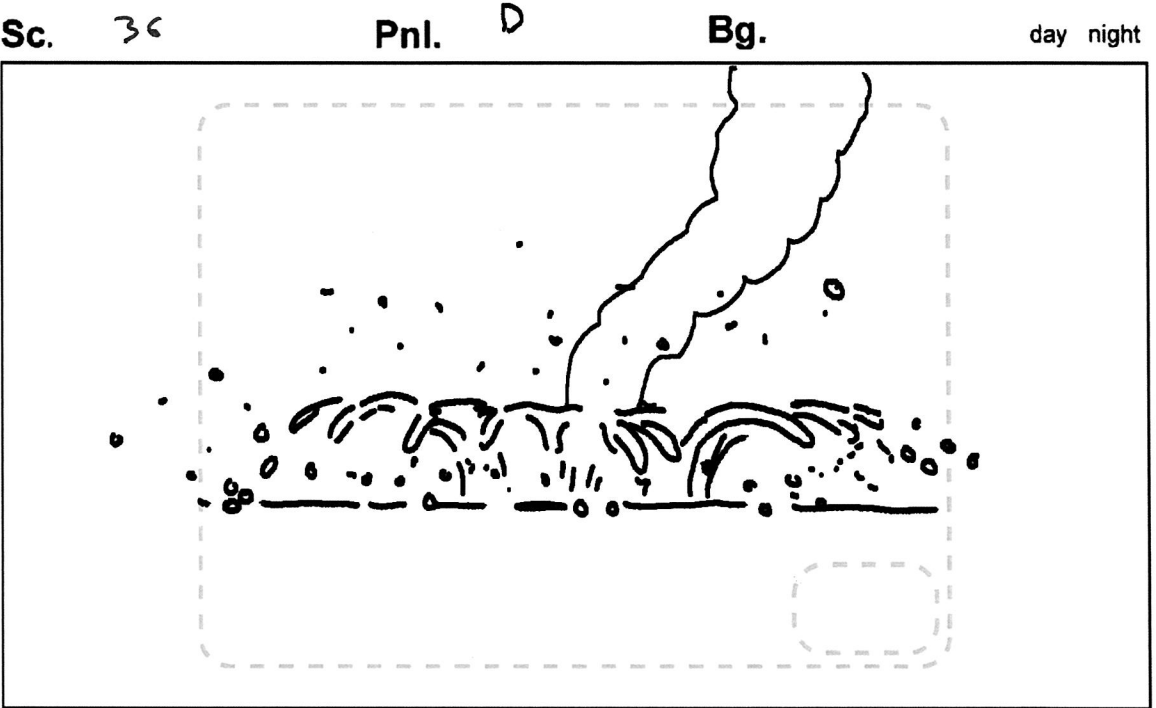
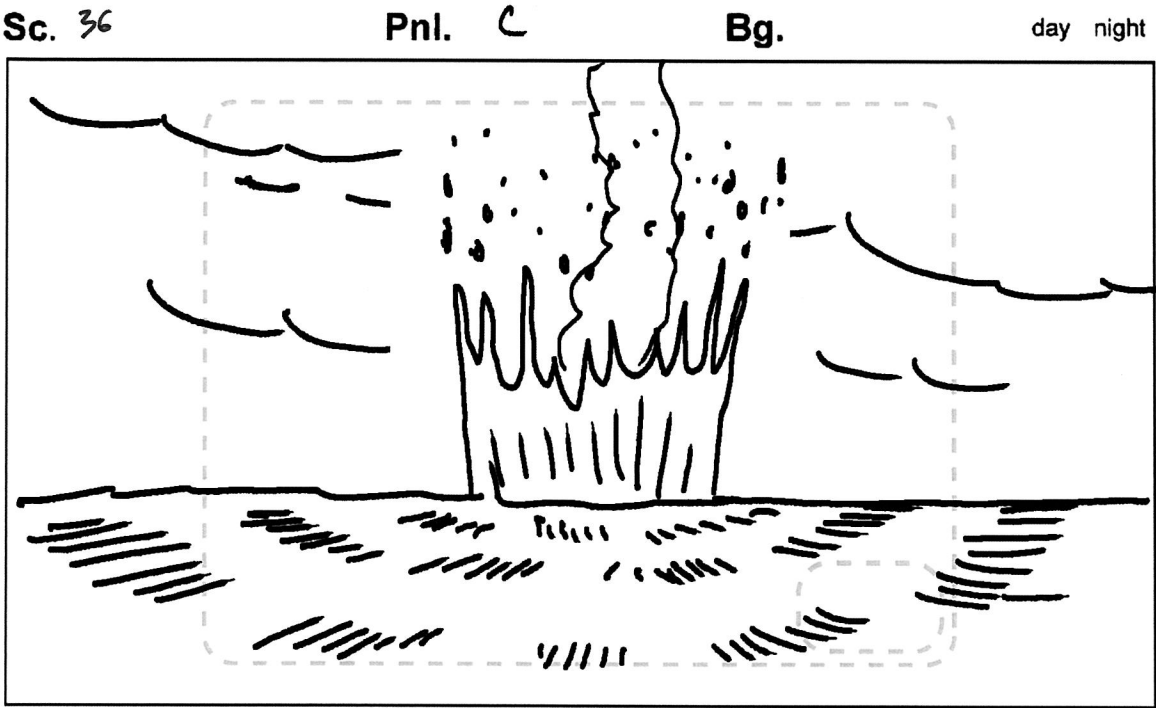


Dialog:
Action: <p>OVERCAST .</p>
Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME



Dialog:

Action: GRASS BLOWS BACK, WOULD IT WORK IF THERE WAS A CAM-SHAKE HERE, DELAYED LIKE THE CAMERA IS GETTING HIT BY THE SHOCK WAVE.

Timing:

ADVENTURE TIME

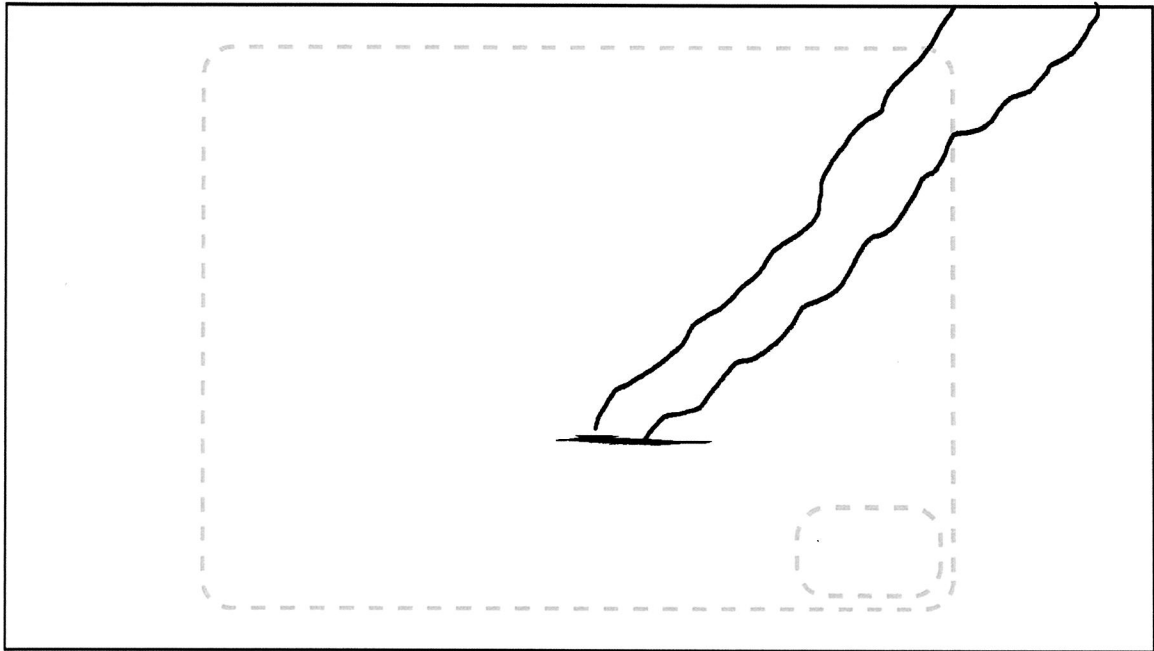


Sc. 36

Pnl. E

Bg.

day night

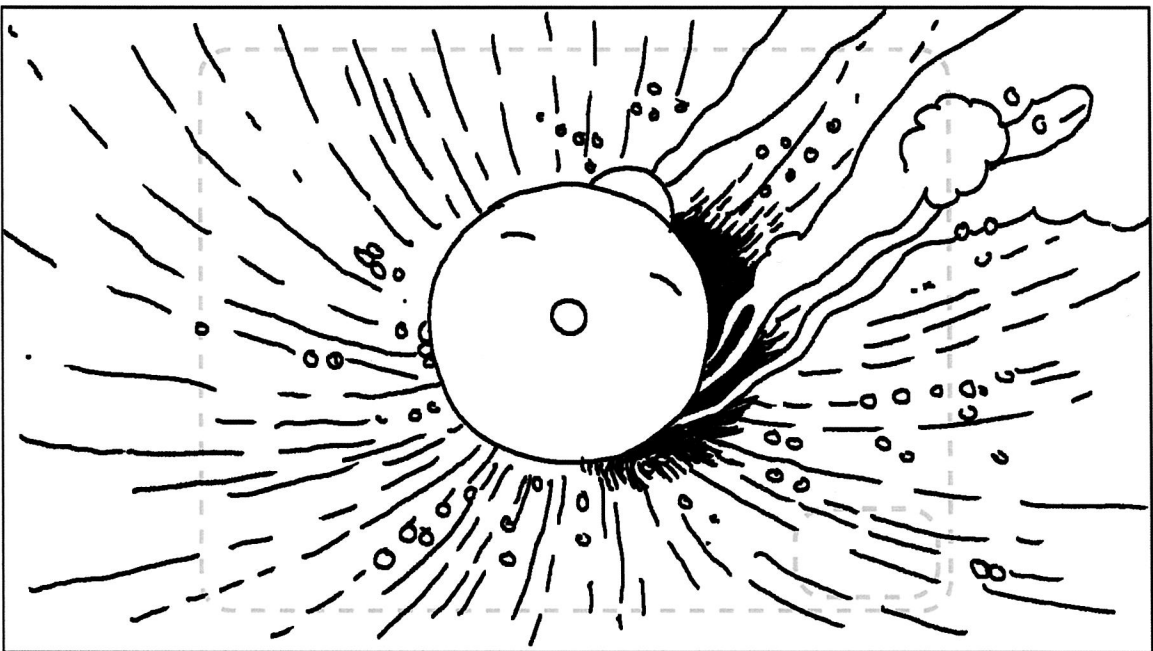


Sc. 37

Pnl. A

Bg.

day night



Dialog:
Action: JUST LIKE CUBER'S HEAD
Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

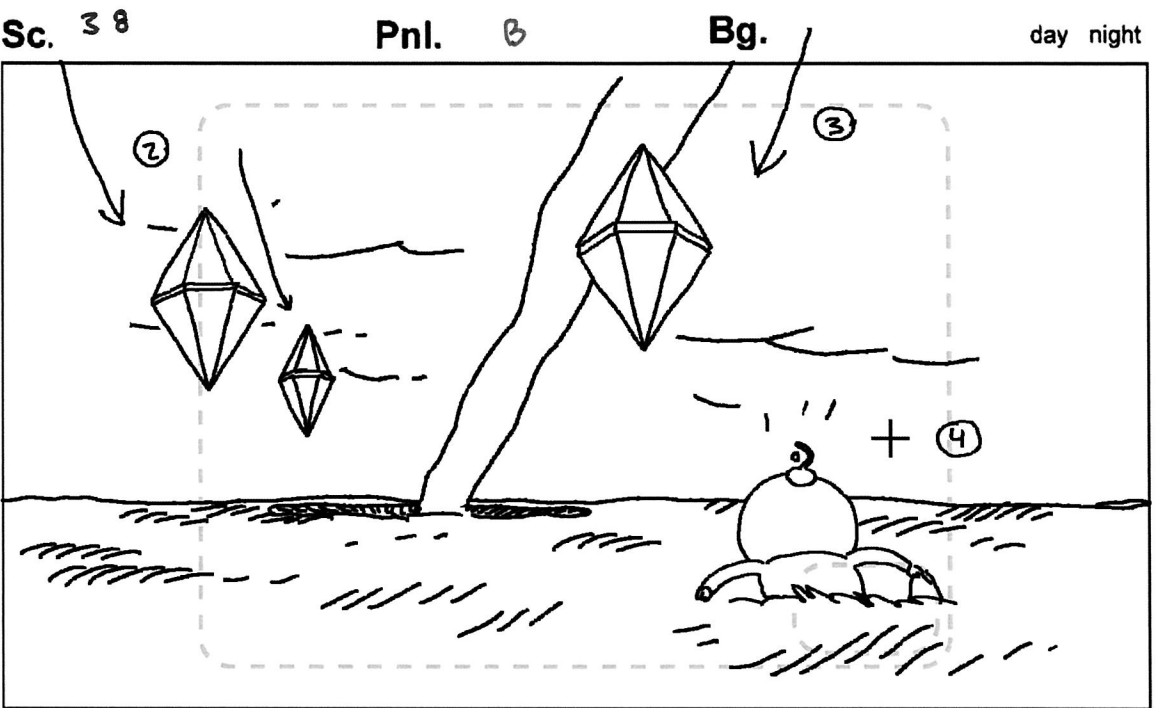
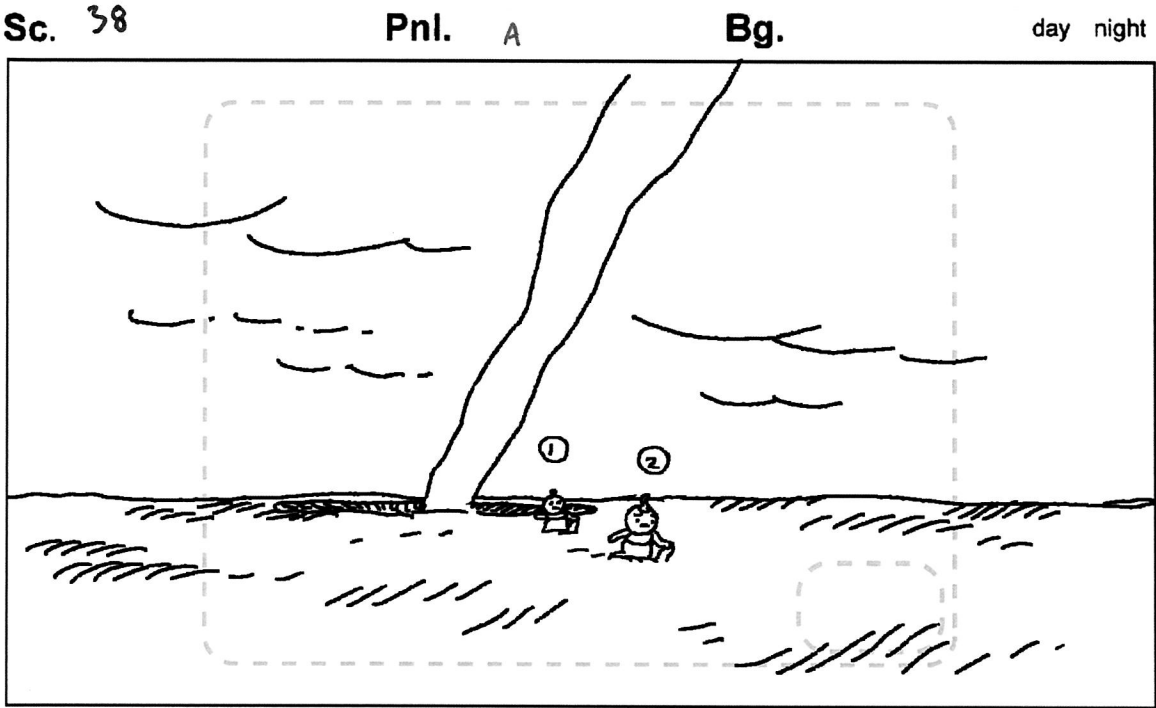



Sc. 37	Pnl. B	Bg.	day night	Sc. 37	Pnl. C	Bg.	day night

Dialog:
Action: <div>CUBER SCAMPERS .</div>
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Dialog:	
Action:	WHIPS AROUND
Timing:	

ADVENTURE TIME

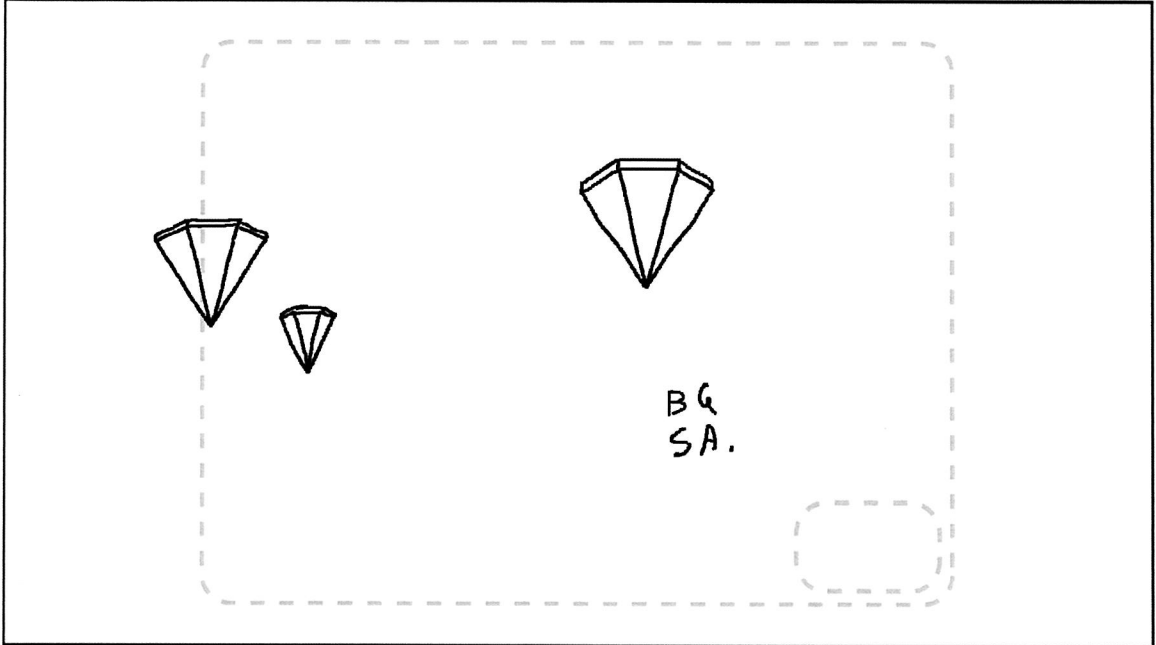


Sc. 38

Pnl. c

Bg.

day night

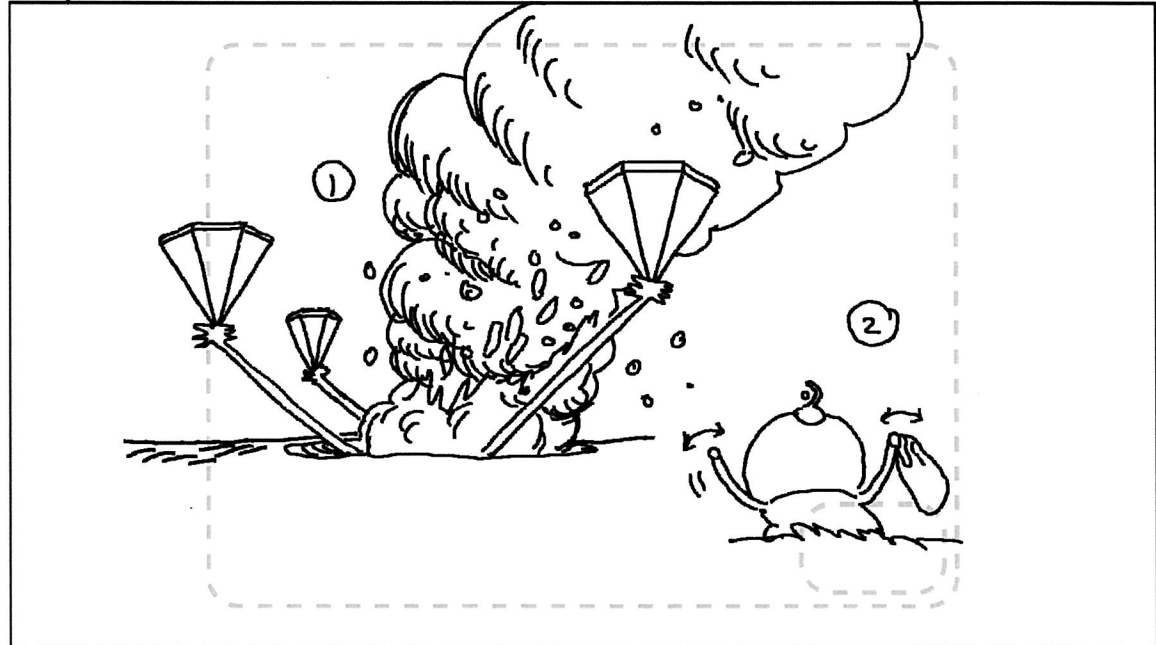


Sc. 38

Pnl. p

Bg.

day night



Dialog:	<p>(SFX) PRSHKOW! PRSHOUGH! PRKSHOW! KA-FOOM</p>
Action:	<p>TRANSLUCENT FORCE-FIELDS FLICKER OFF.</p> <p>CUBER'S WAGGLING HIS ARMS.</p>
Timing:	

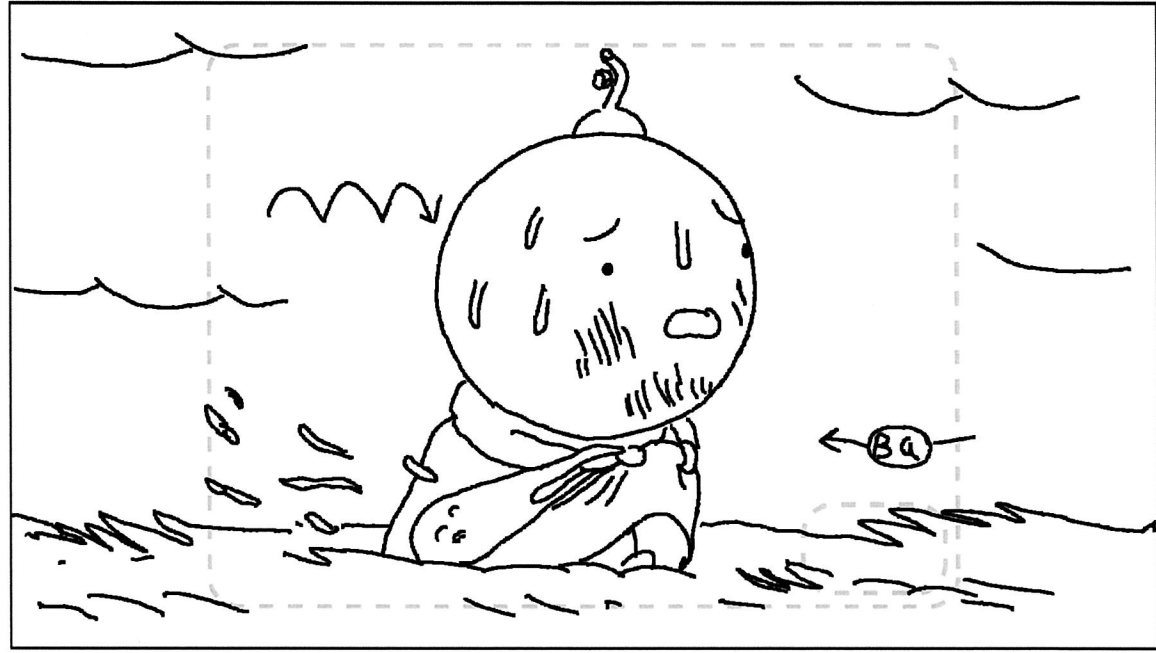
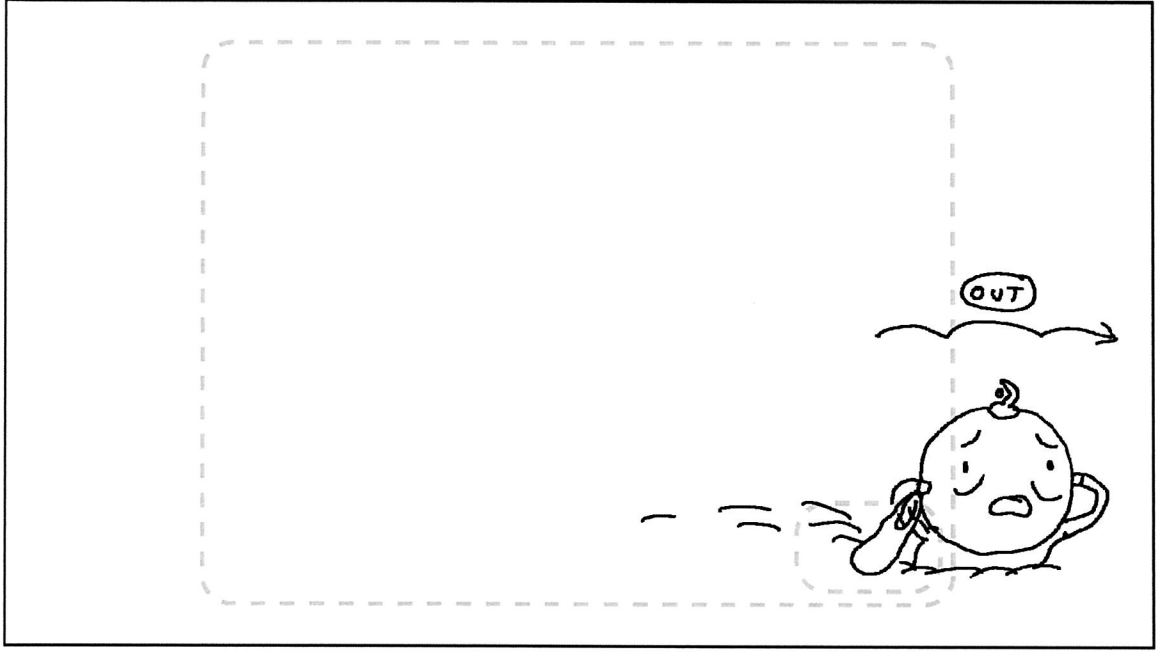
EPISODE # 1025-195  
Production :



ADVENTURE TIME



Sc. 38 Pnl. E Bg. day night Sc. 39 Pnl. A Bg. day night

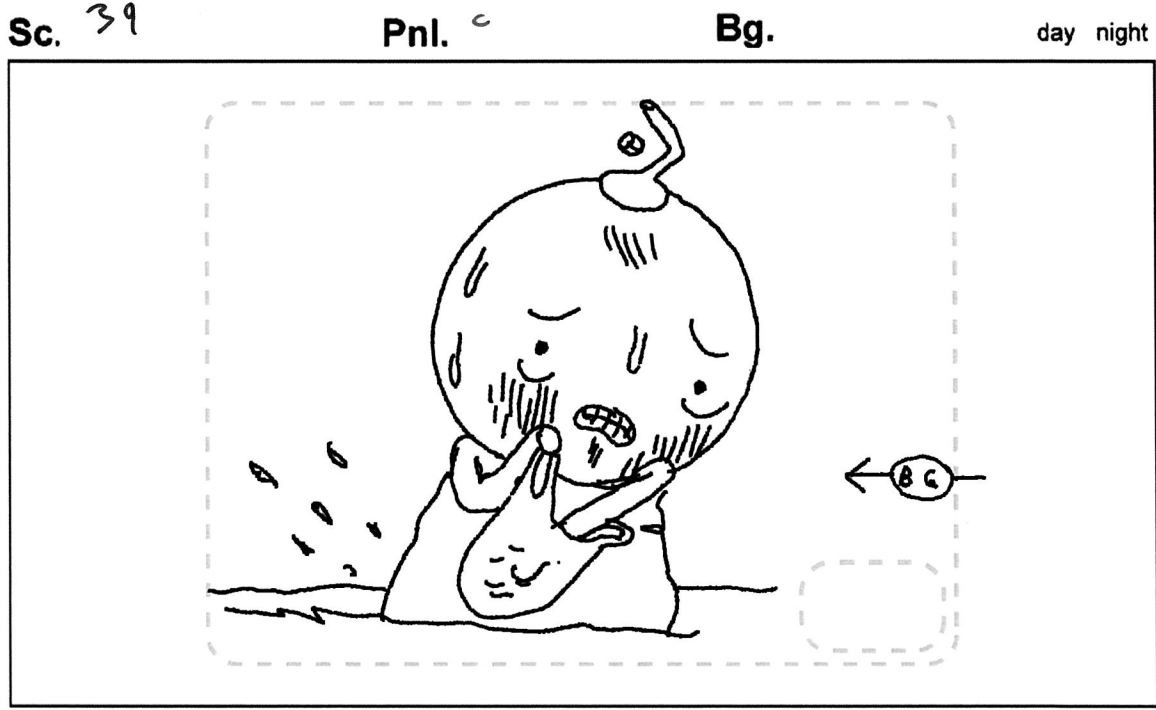
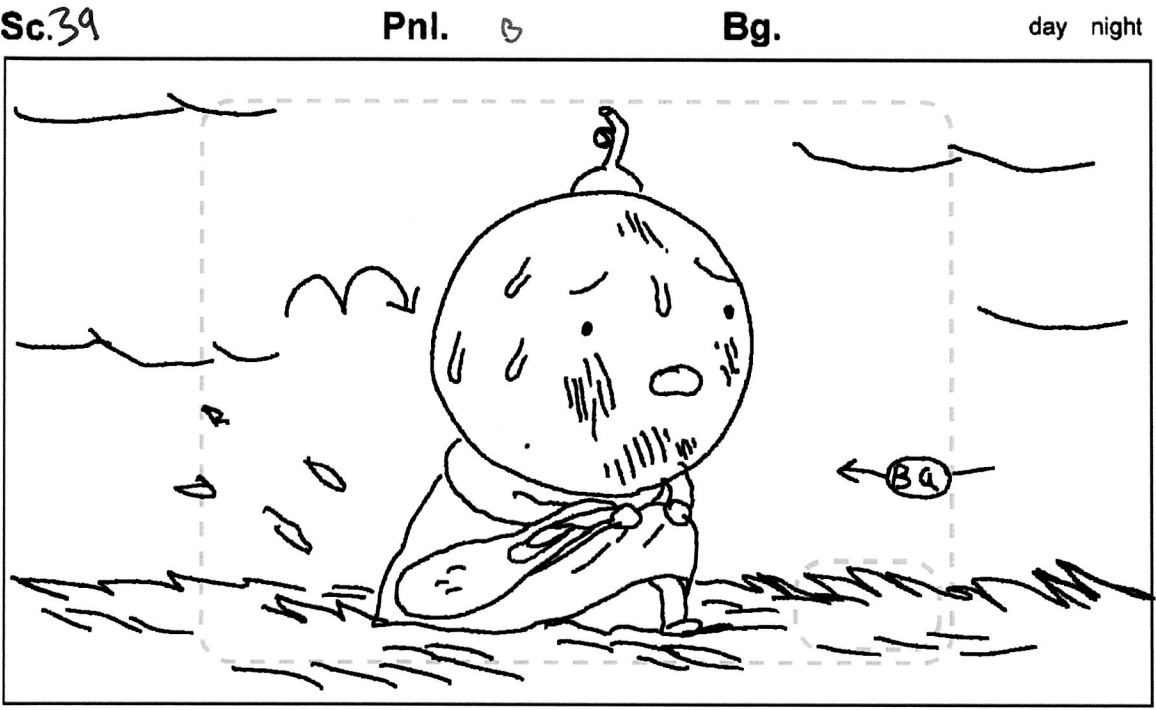


Dialog:  
© OH H H H H  
© HUFF HUFFE  
COME ON CUBER,  
Action:  
TROMPING THROUGH THE GRASS.  
Timing:

EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
⑥ REMEMBER YOUR TRAINING
⑥ NNN!
Action:
Timing:

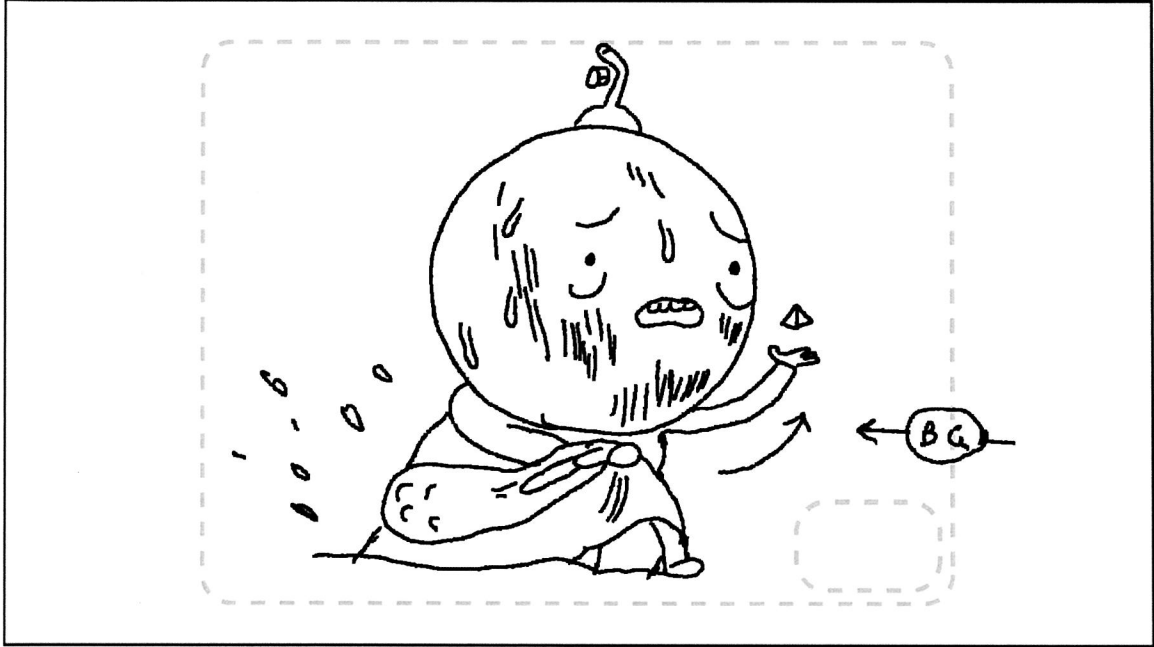
Production : 1025-195 EPISODE #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 39 Pnl. 0 Bg. day night Sc. 39 Pnl. E Bg. day night



Dialog:  
C TRUST YOUR GRAYBLES . OH AND YOU CHILDREN AT HOME,  
C DON'T BOTHER TRYING TO GUESS  
TONIGHT'S THEME .

Action:

Timing:

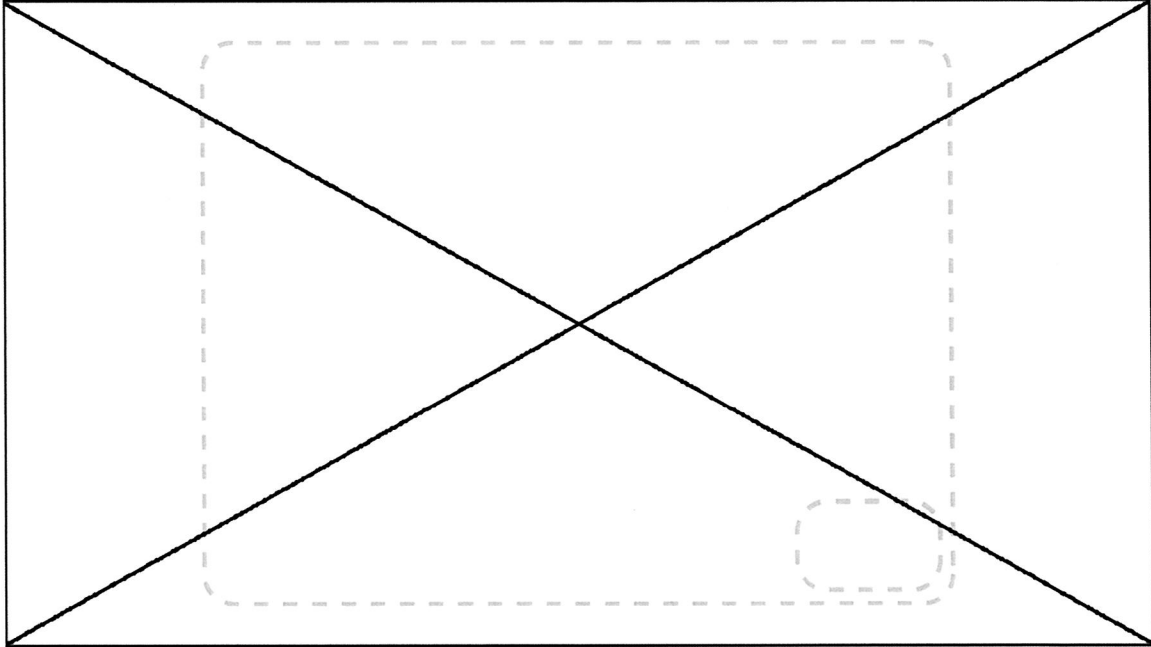
EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 39 Pnl. F Bg. day night Sc. Pnl. Bg. day night



Dialog: I'LL TELL YOU WHAT THE  
© THEME IS: THE THEME IS  
APPLESAUCE TO A THEME, YOUR  
FRIEND CUBER DOESN'T WANT TO  
(ALT)  
I'LL TELL YOU WHAT THE THEME  
IS : APPLESauce TO A THEME!  
YOUR FRIEND CUBER DOESN'T  
WANT TO DIE !!!

Action: DIE!

Timing:

1025-195  
EPISODE #  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 40

Pnl. A

Bg.

day night

Sc. 40

Pnl. B

Bg.

day night

Dialog:

Action:

Timing:

TREE HOUSE

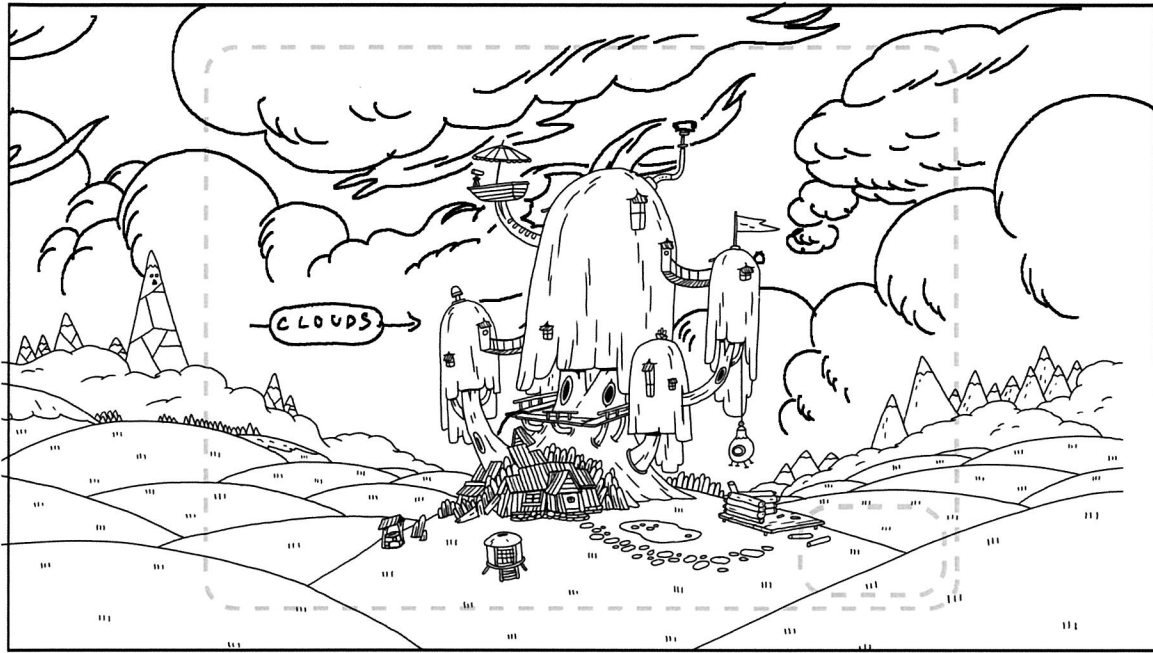
EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

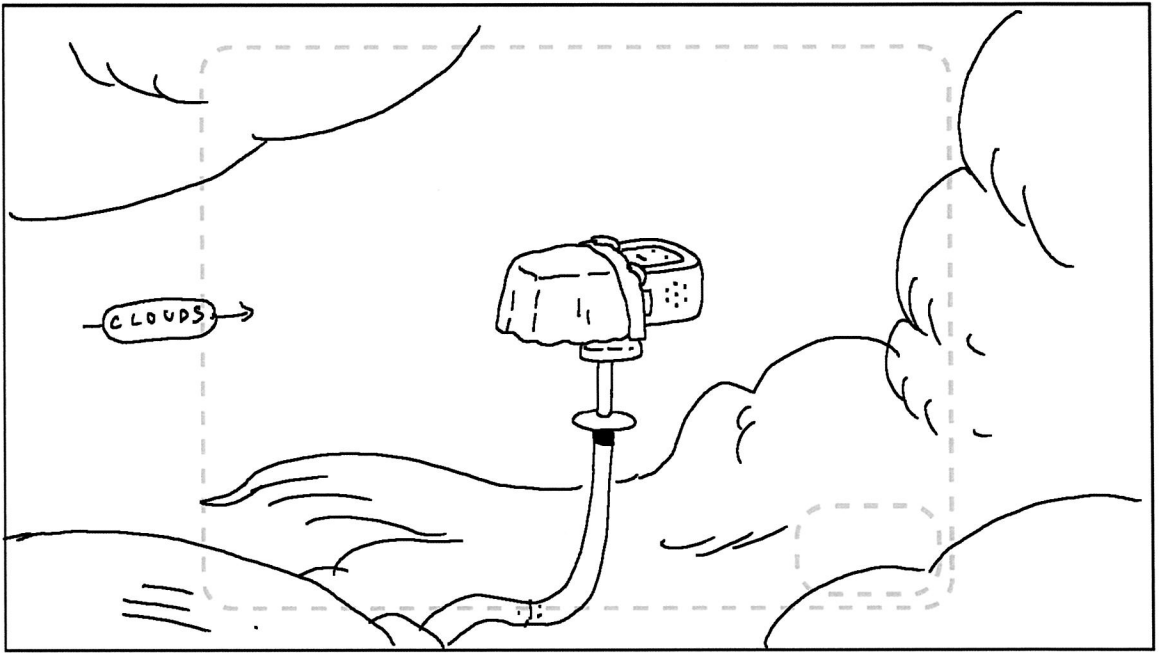
ADVENTURE TIME



Sc. 41 Pnl. A Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:

(SFX) WIND?

Action:

Timing:

CLOUD REF.

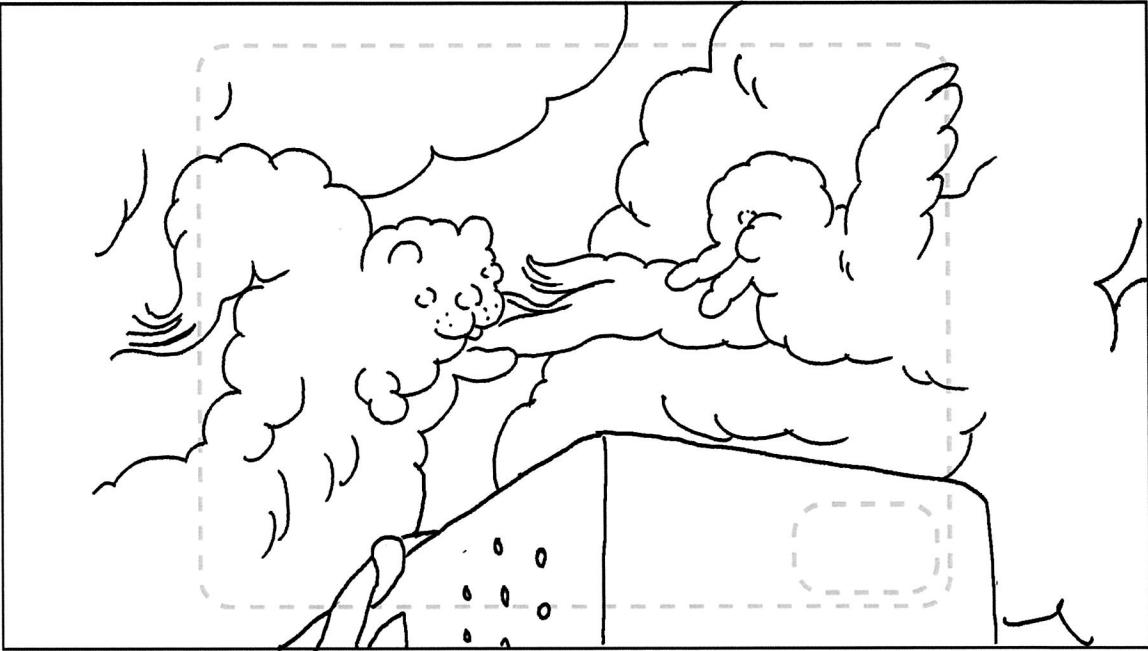
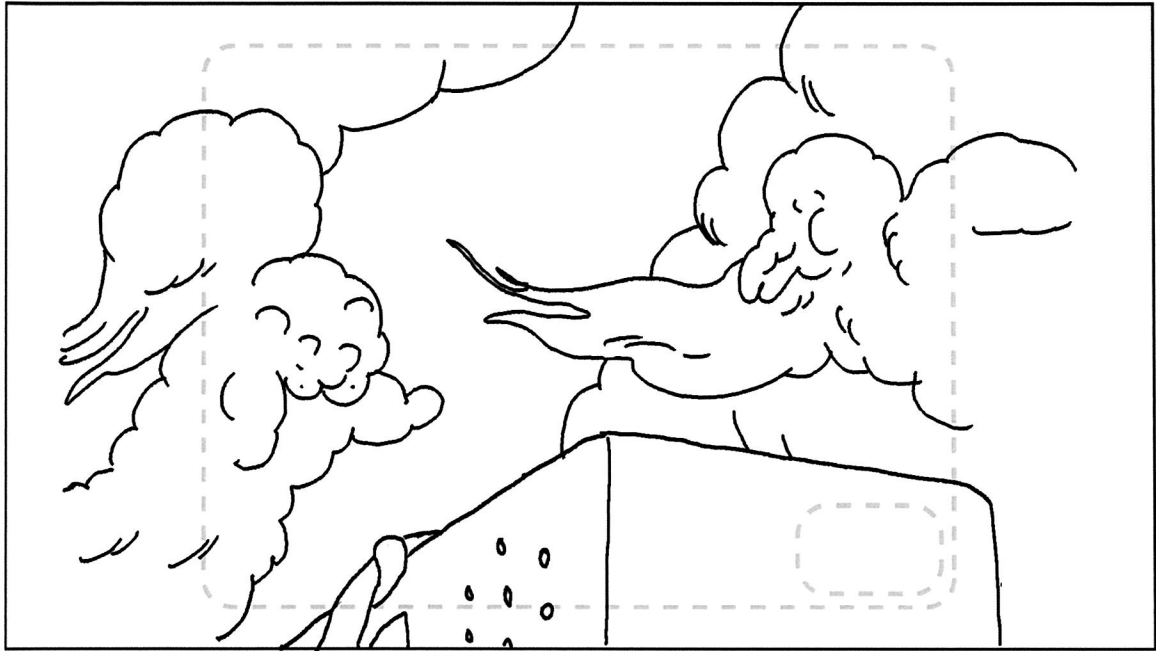
BMO ON THE CHIMNEY.

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 43                      Pnl. A                      Bg.                      day   night                      Sc. 43                      Pnl. B                      Bg.                      day   night



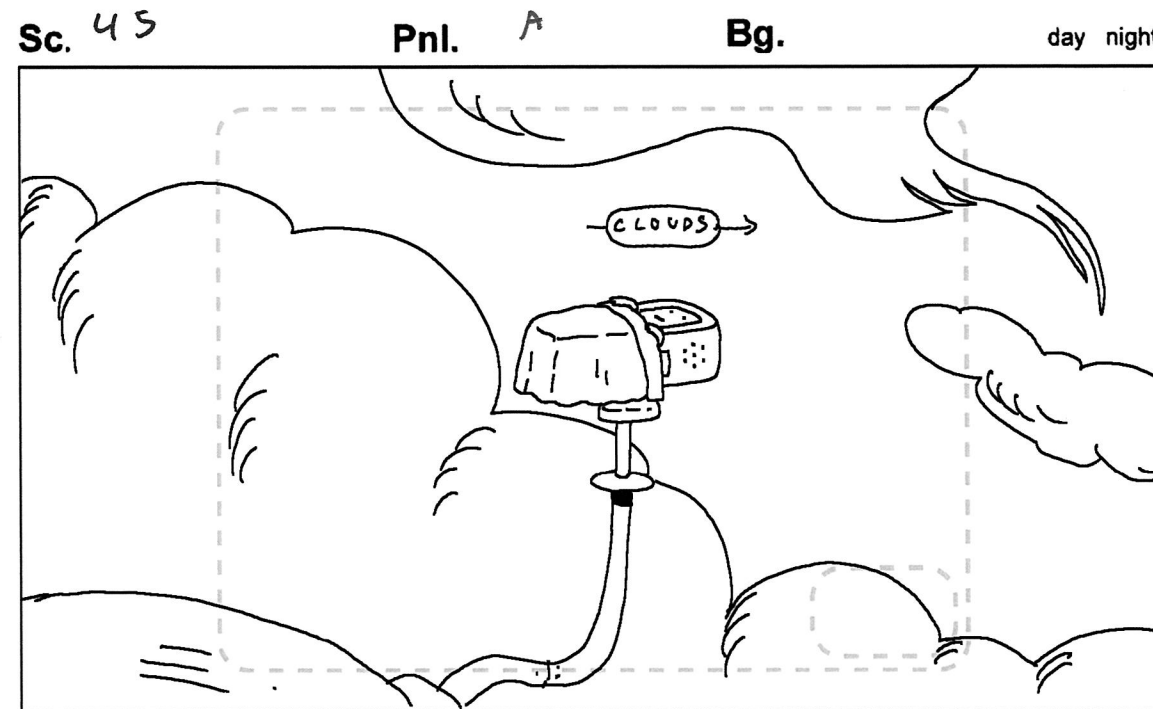
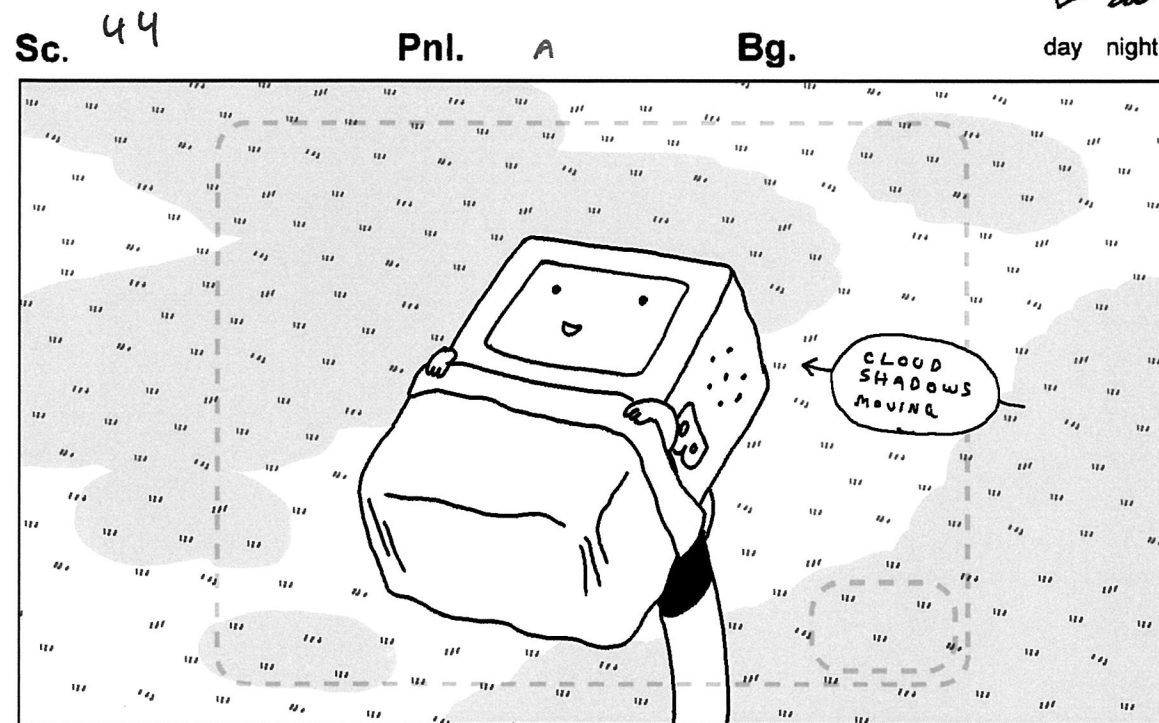
Dialog:
Action:
Timing:

A   SQUIRREL   &   A   BIRD

# ADVENTURE TIME



Page 64



Dialog:

OH, COME ON.

Action:

Timing:

1025-105

EPISODE #

Production :



ADVENTURE TIME



Sc. 45 Pnl. B Bg. day night

Sc. 45 Pnl. C Bg. day night

Dialog:
Action: FLIPS ONTO HIS BELLY.
Timing:

ADVENTURE TIME



Sc. 46

Pnl. A

Bg.

day night

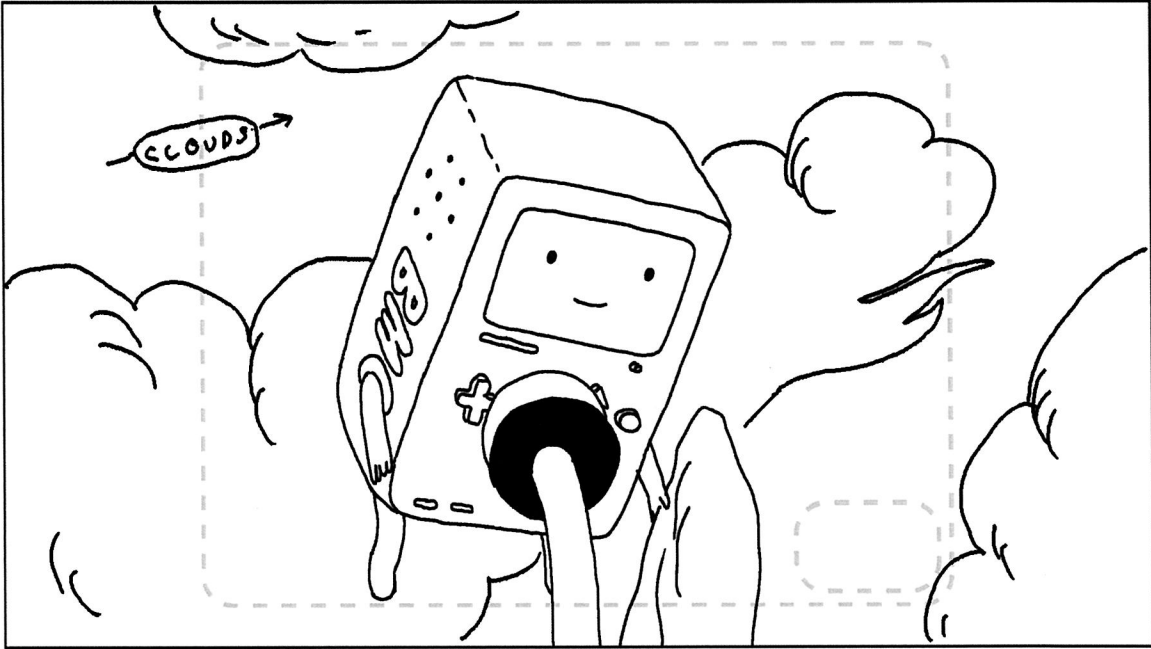


Sc. 47

Pnl. A

Bg.

day night



Dialog:

③ (SMALL) IT'S FINN.

Action:

FINN, JAKE, & HOLE ON THE DISTANT  
GROUND PLANE.

Timing:

EPISODE #

1025-195

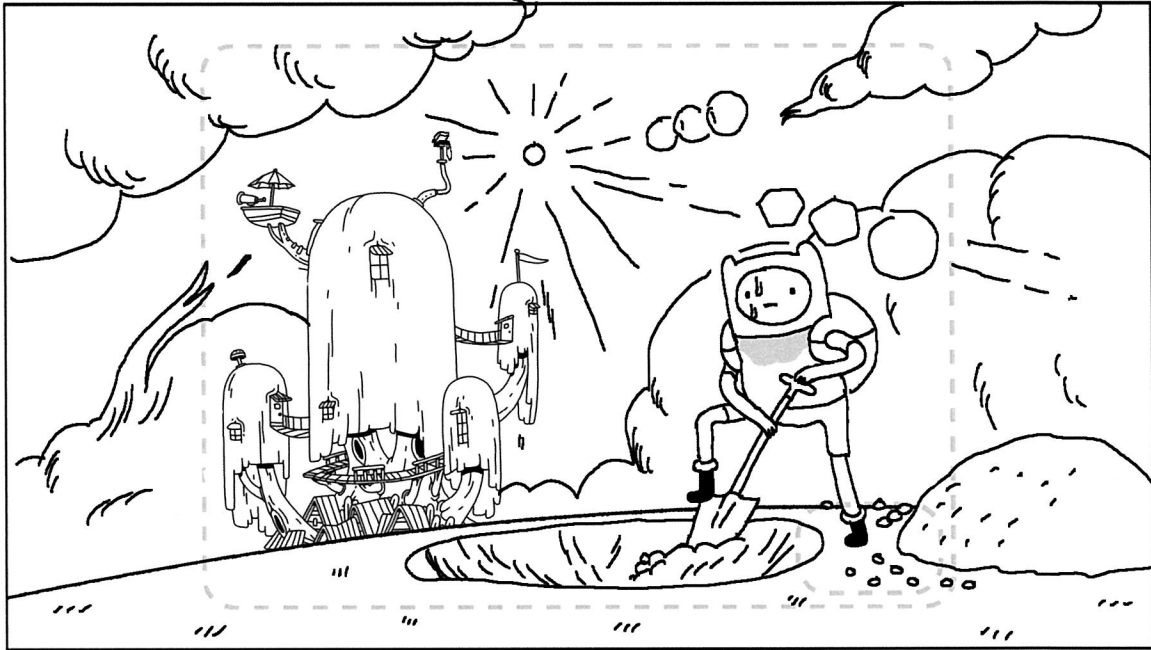
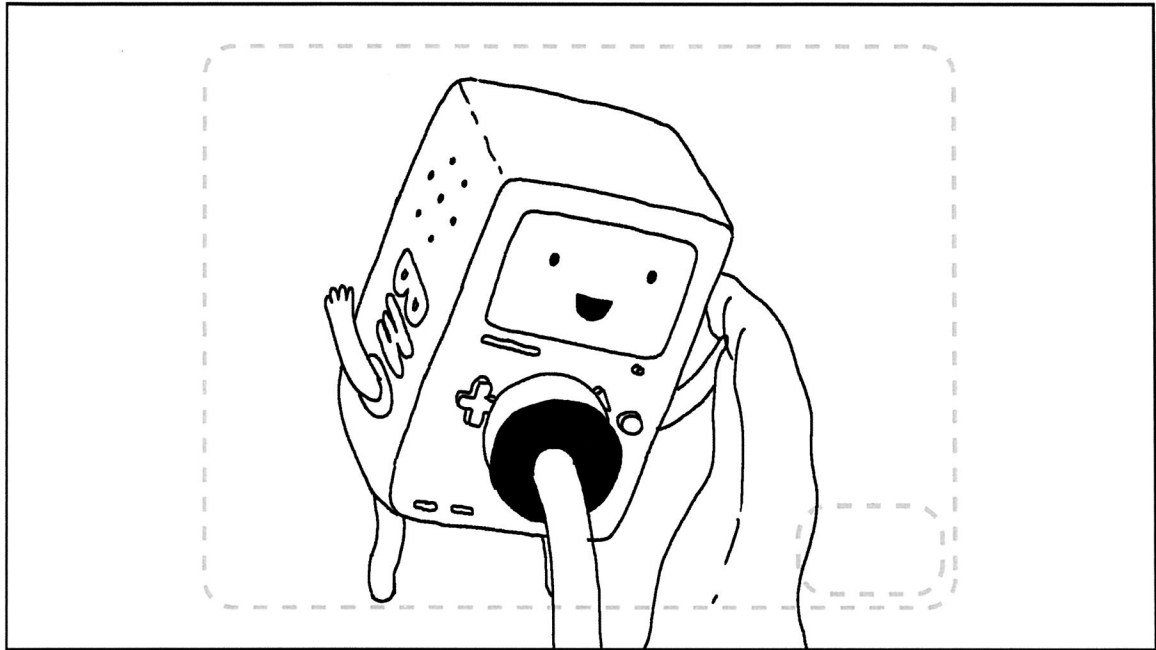
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



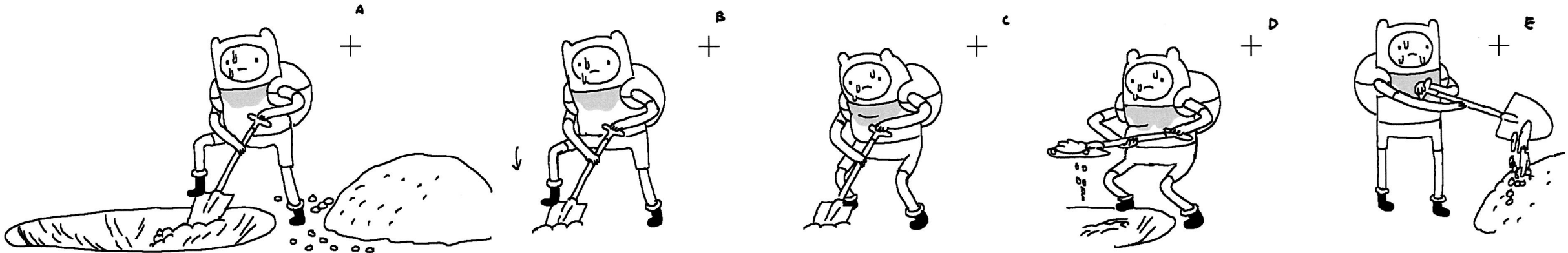
Sc. 47 Pnl. B Bg. day night Sc. 48 Pnl. A Bg. day night



Dialog:	
Ⓑ	HEY FINN, I'M A WEATHERVANE !!!
Action:	
Timing:	

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



AND  
REPEAT.

Dialog:	ⓑ HEY FINN, I'M A WEATHERVANE !!!	ⓑ HEY FINN, I'M A CLIFF DIVER !!!
Action:		
Timing:		

ADVENTURE TIME

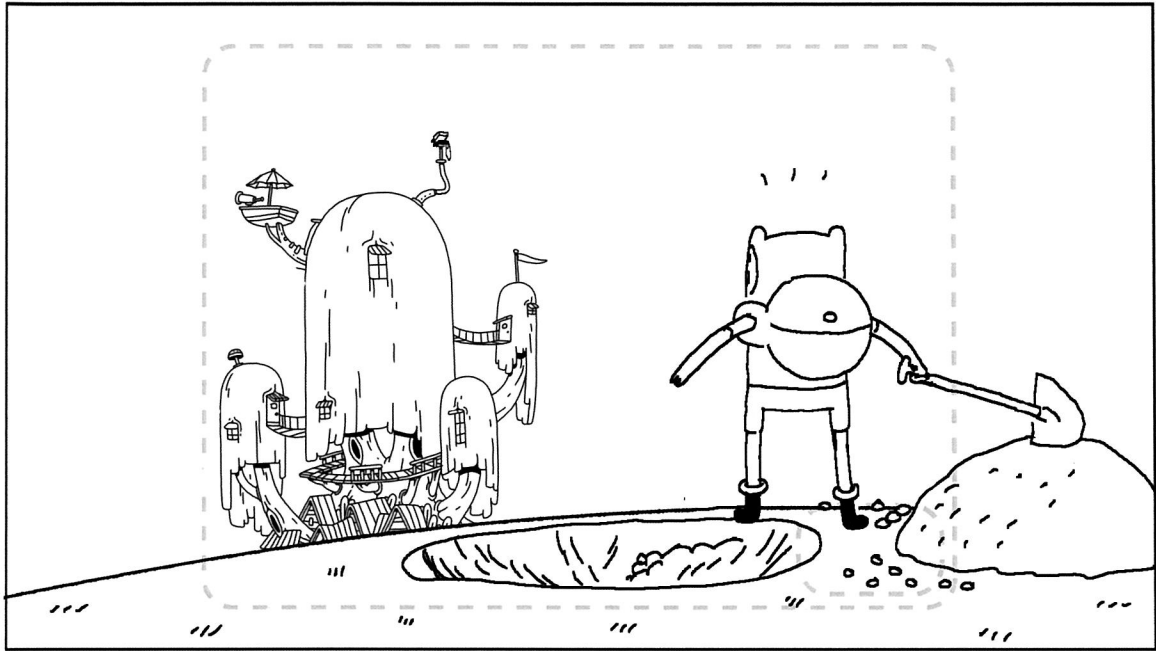


Sc. 48

Pnl. B

Bg.

day night

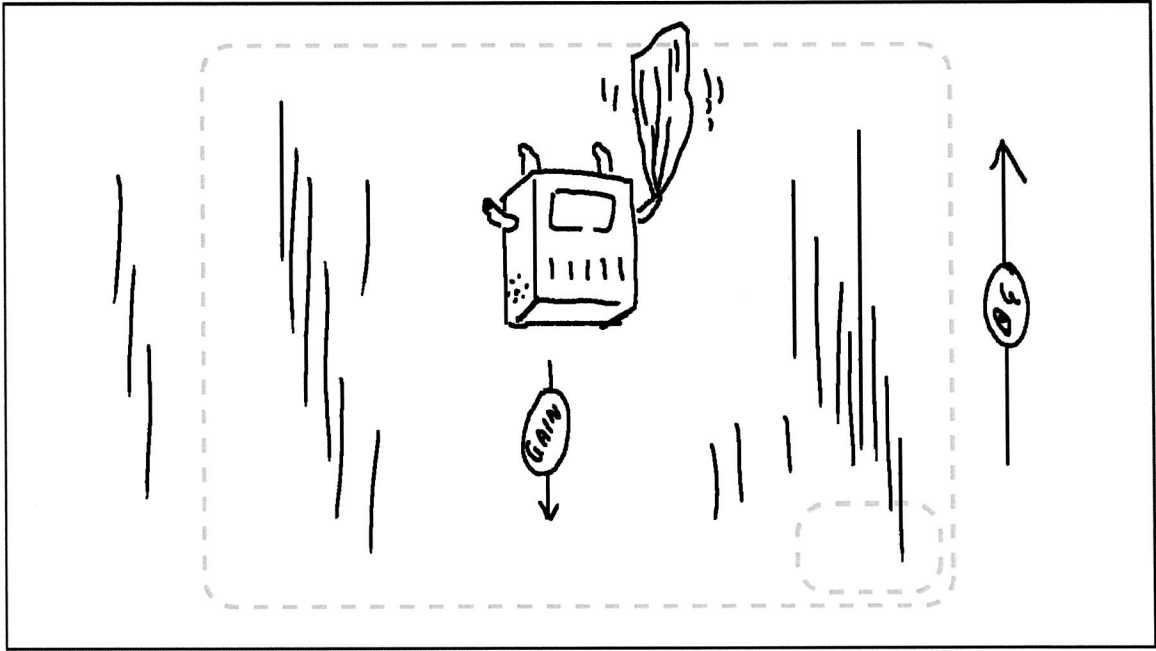


Sc. 49

Pnl. A

Bg.

day night



Dialog:

F/ WHAT!

Action:

Timing:

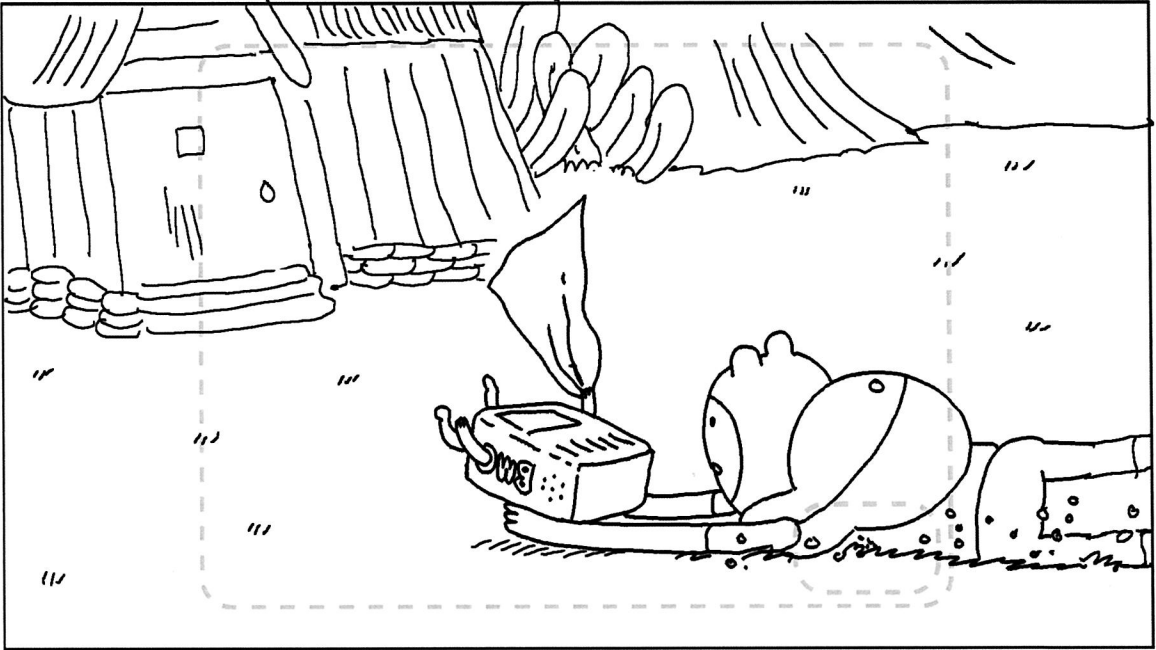
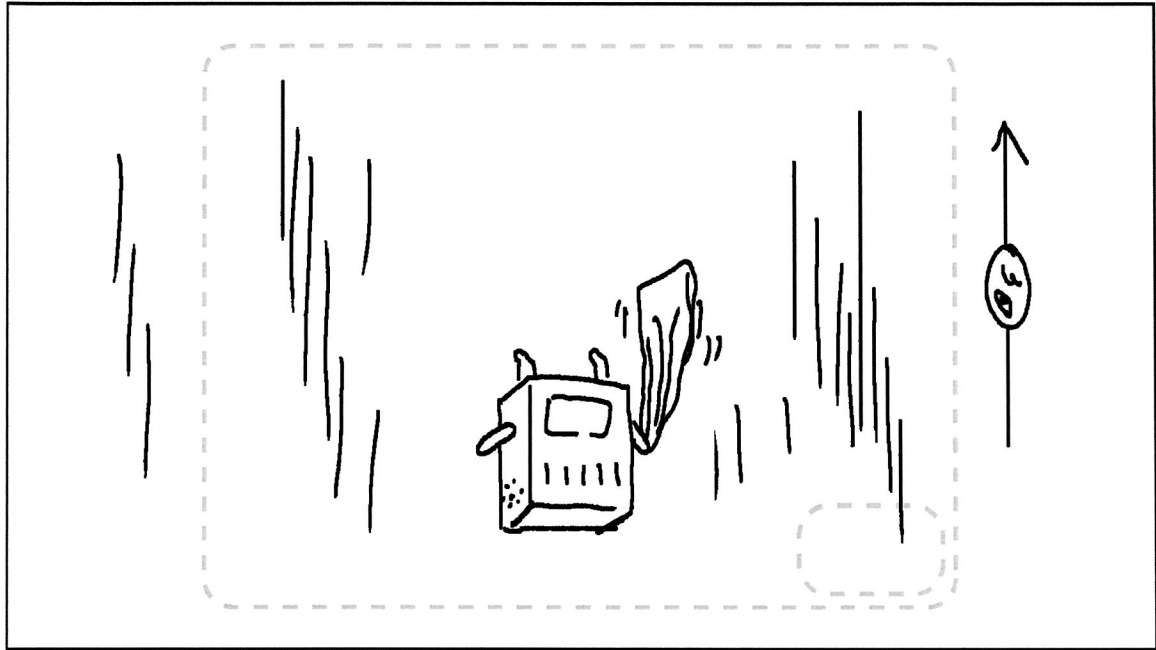
EPISODE # 1025-195

Production :

ADVENTURE TIME



Sc. 49 Pnl. 8 Bg. day night Sc. 49 Pnl. 9 Bg. day night



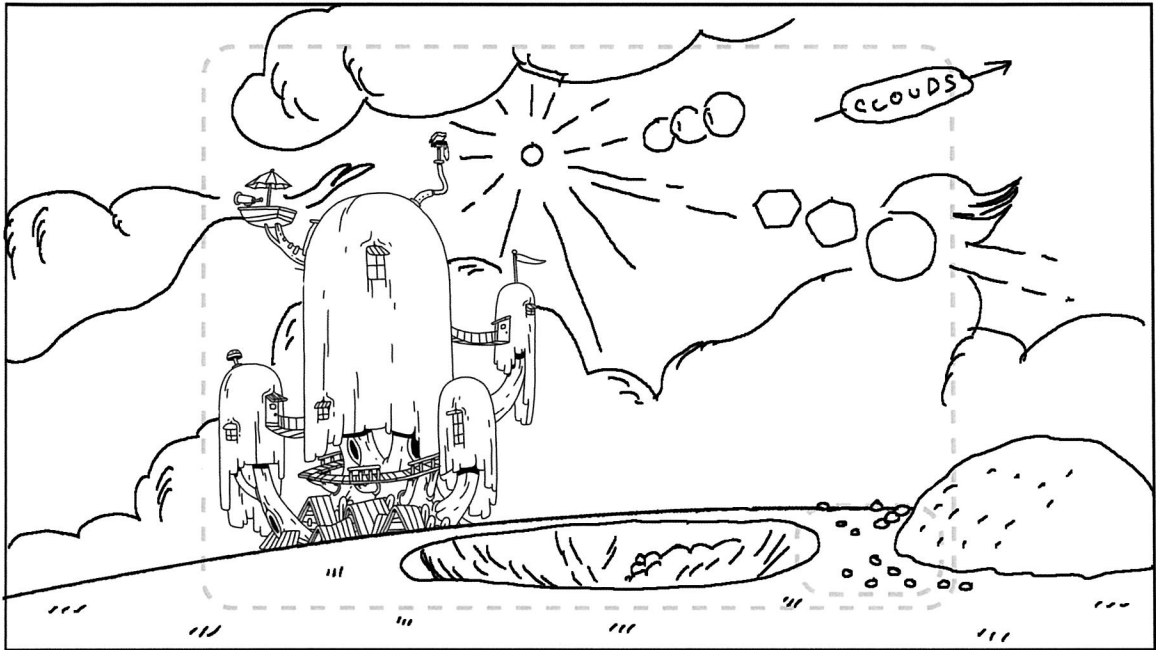
Dialog:	© OOF !
Action:	
Timing:	

Production : EPISODE # 1025-195

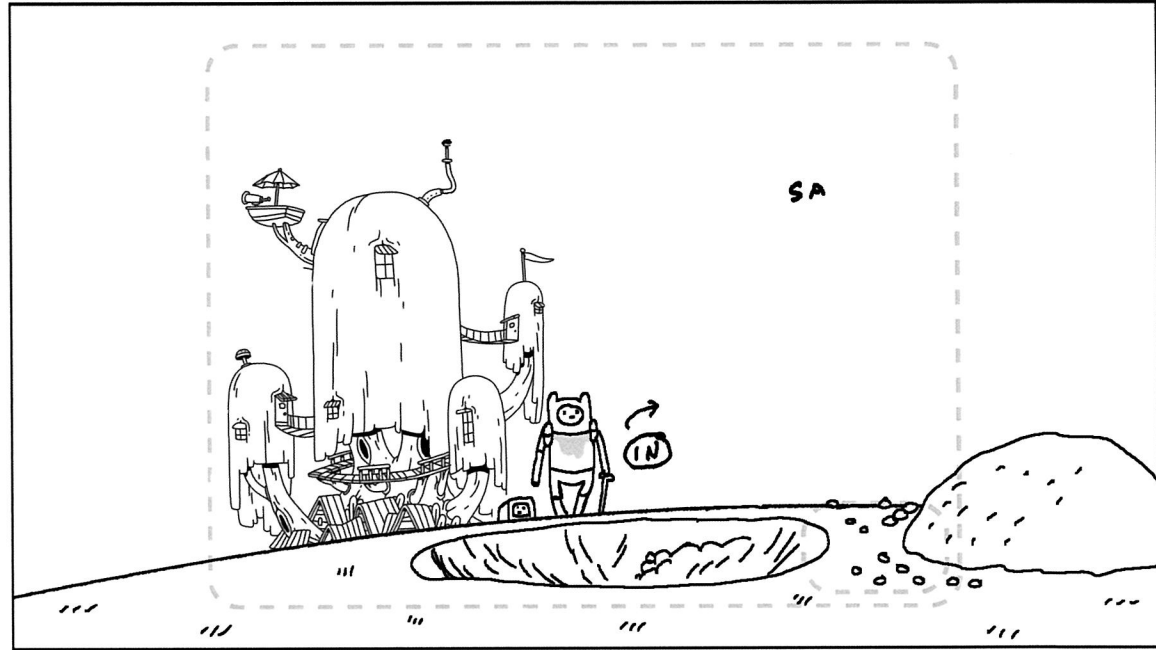
ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night



Dialog:
⑤ BMO, YOU GOTTA LET ME DIG THIS HOLE. IT'S IMPORTANT.
Action:
Timing:

EPISODE # 1025-19S  
Production :

# ADVENTURE TIME



Sc. 50

Pnl. C

Bg.

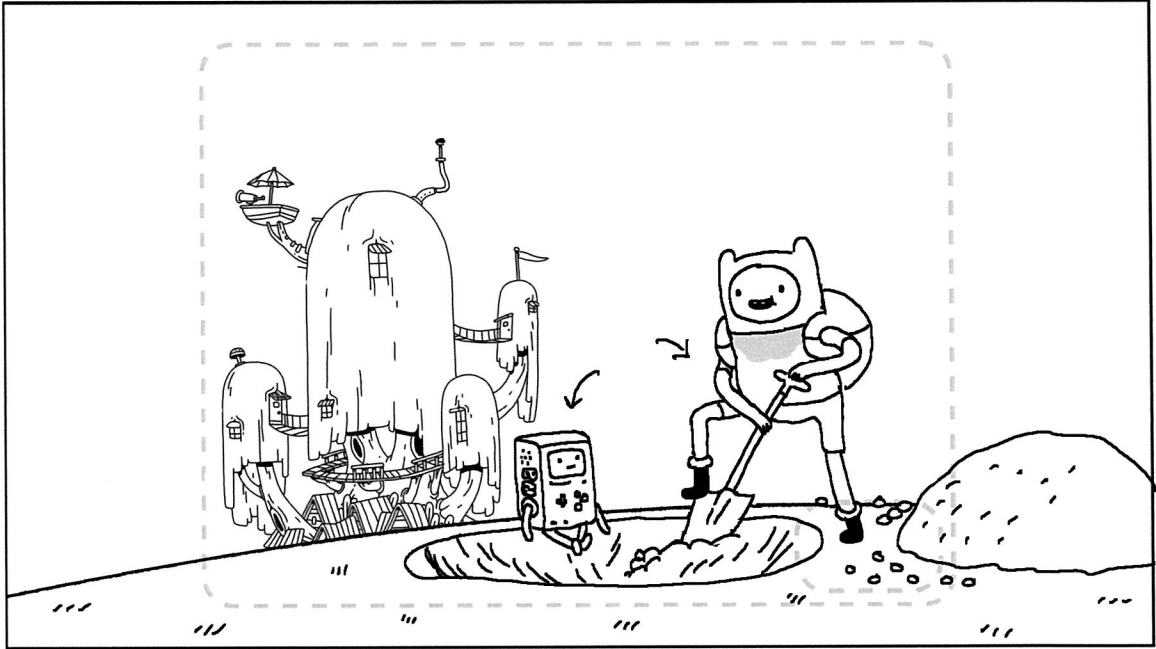
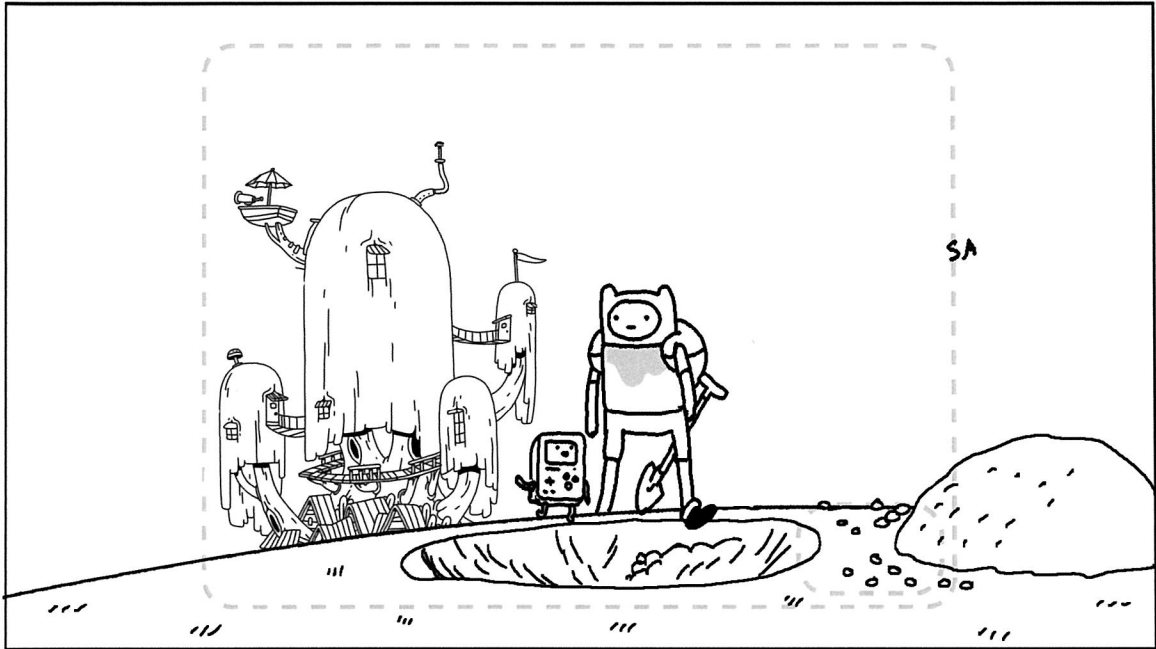
day night

Sc. 50

Pnl. D

Bg.

day night



Dialog:	ⓐ A HOLE YOU SAY!	ⓔ YEAH!
Action:		
Timing:		

EPISODE # 1025-195  
Production :



ADVENTURE TIME

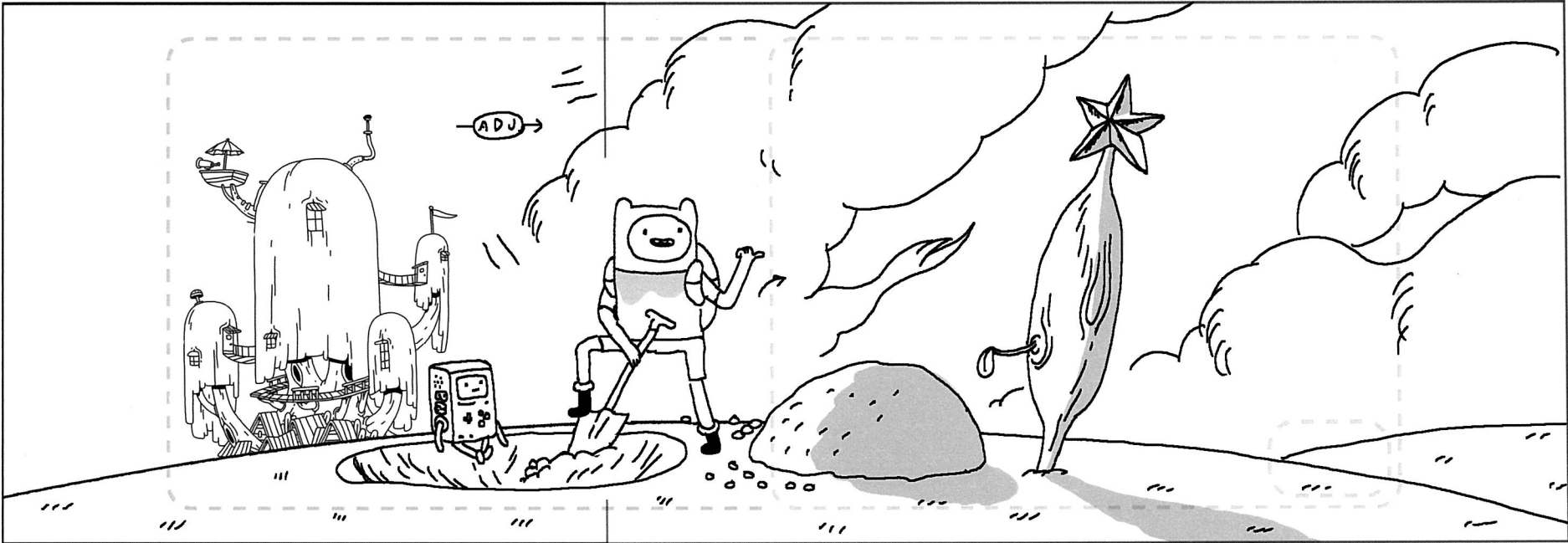


Sc. 50

Pnl. 6

Bg.

day night



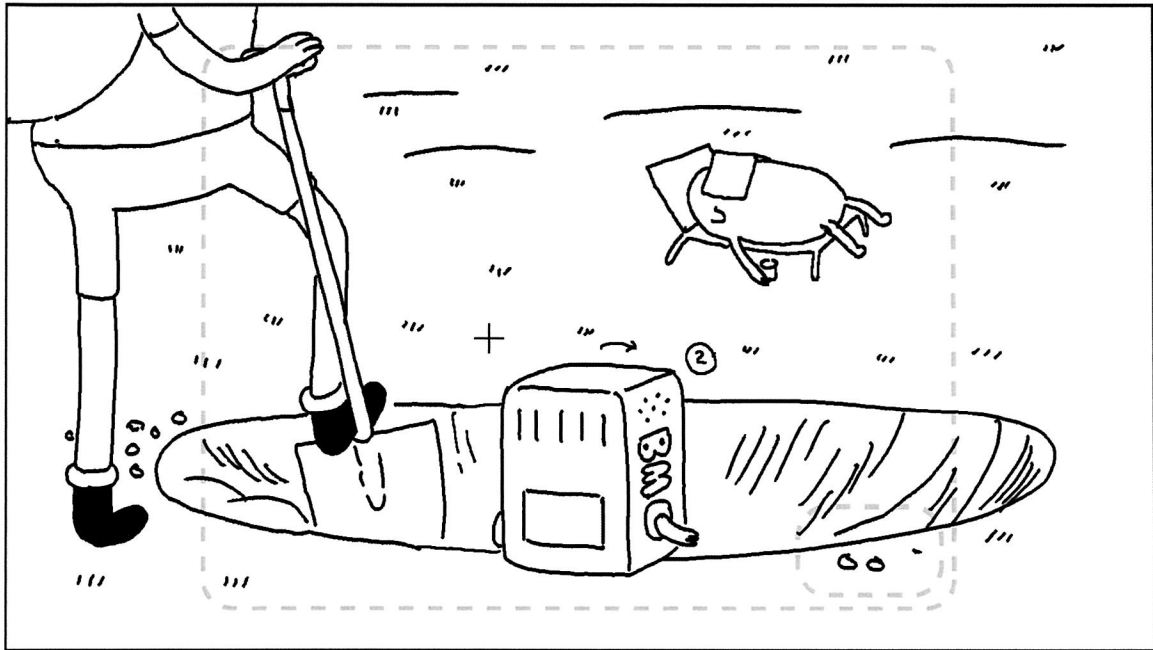
Dialog:	ⓔ WE BEAT THIS EVIL WIZARD, SEE, AND WE STOLE HIS GIANT WAND
Action:	
Timing:	

EPISODE # 1025-195  
Production :

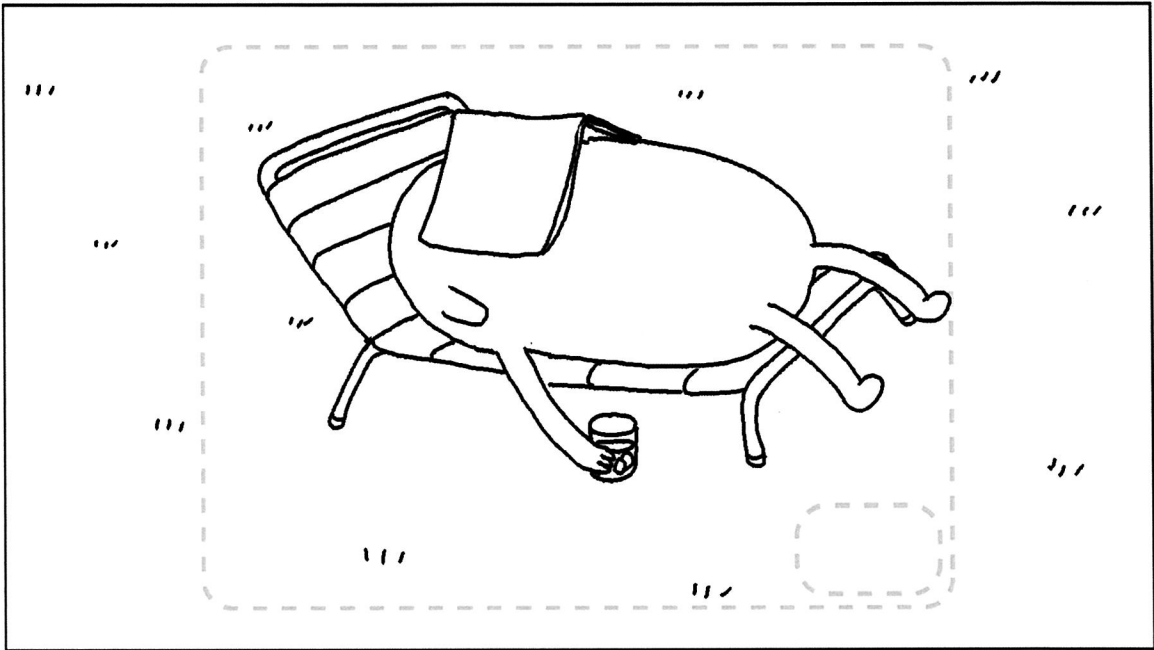
# ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 52 Pnl. A Bg. day night



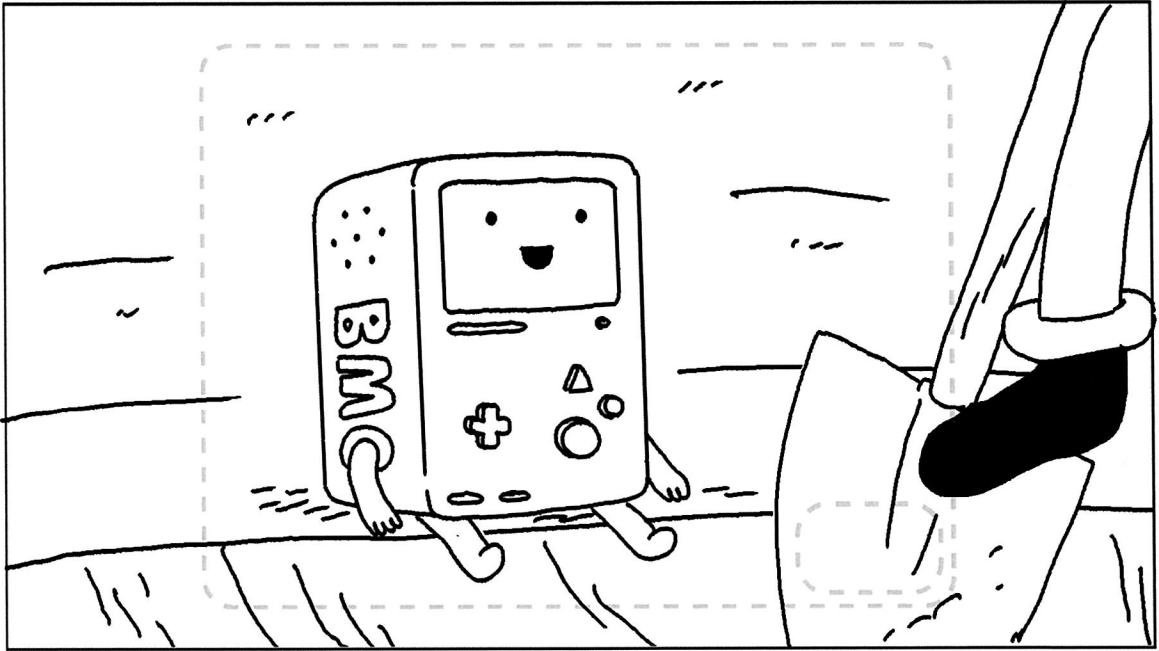
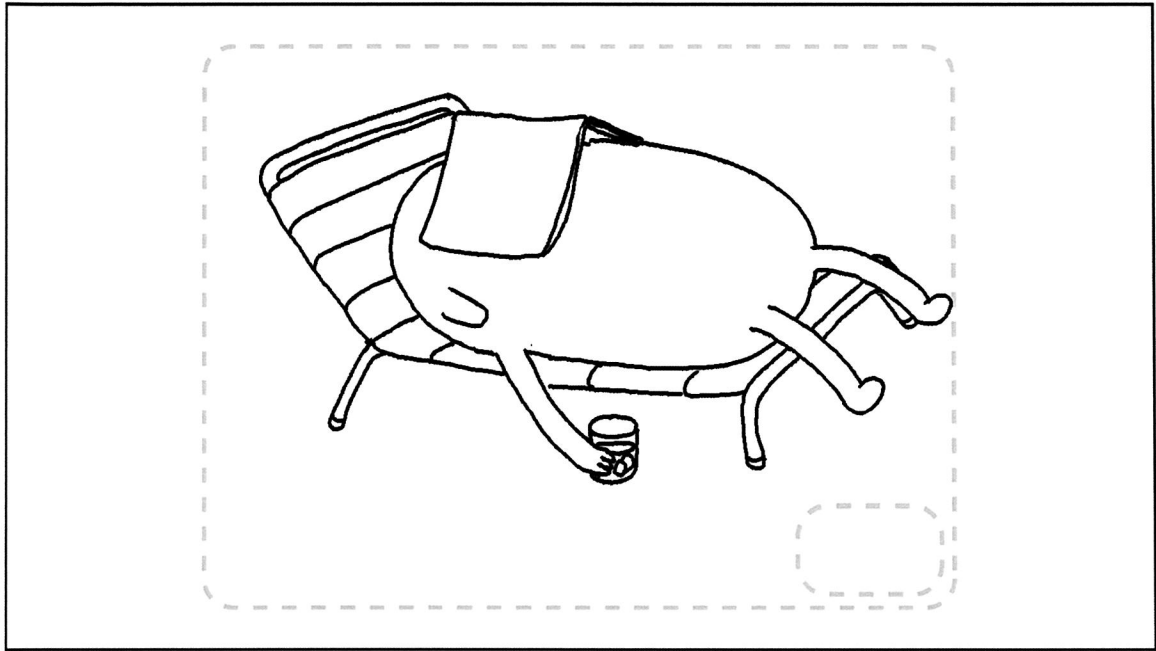
Dialog:	
(JAKE CLEARS HIS THROAT)	DON'T LISTEN TO HIM, BMO. ① <u>I</u> BEAT THE WIZARD, SO I'M MAKING FINN DIG THE HOLE, EVEN THOUGH I DO IT IN LIKE TWO SECONDS.
Action:	
Timing:	

EPISODE # 1025-105  
Production :

ADVENTURE TIME



Sc. 52 Pnl. 3 Bg. day night Sc. 53 Pnl. A Bg. day night



Dialog:
① HEH ! HEH ! HEH !
② RUDE .
Action:
Timing:

EPISODE # 1025-195

Production :

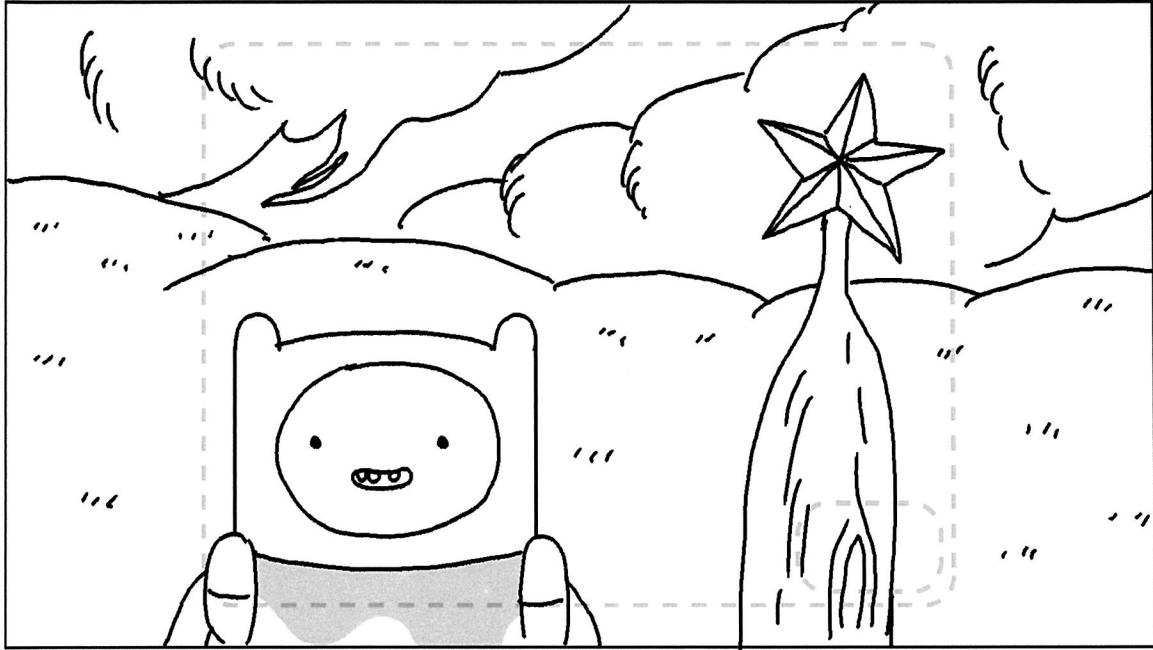
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

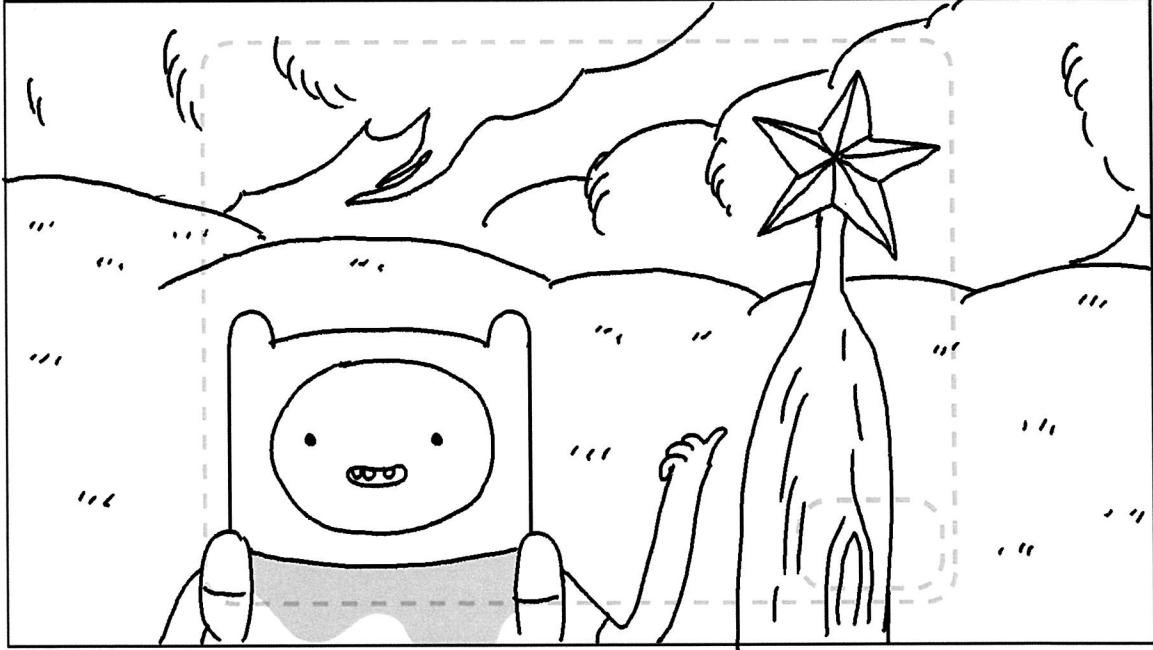


Page 76

Sc. 54 Pnl. 4 Bg. day night



Sc. 54 Pnl. 5 Bg. day night



Dialog:

Ⓕ EITHER WAY THIS WAND IS CRAZY POWERFUL, RIGHT? IT'S A THOUGHT CANNON.

Action:

Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



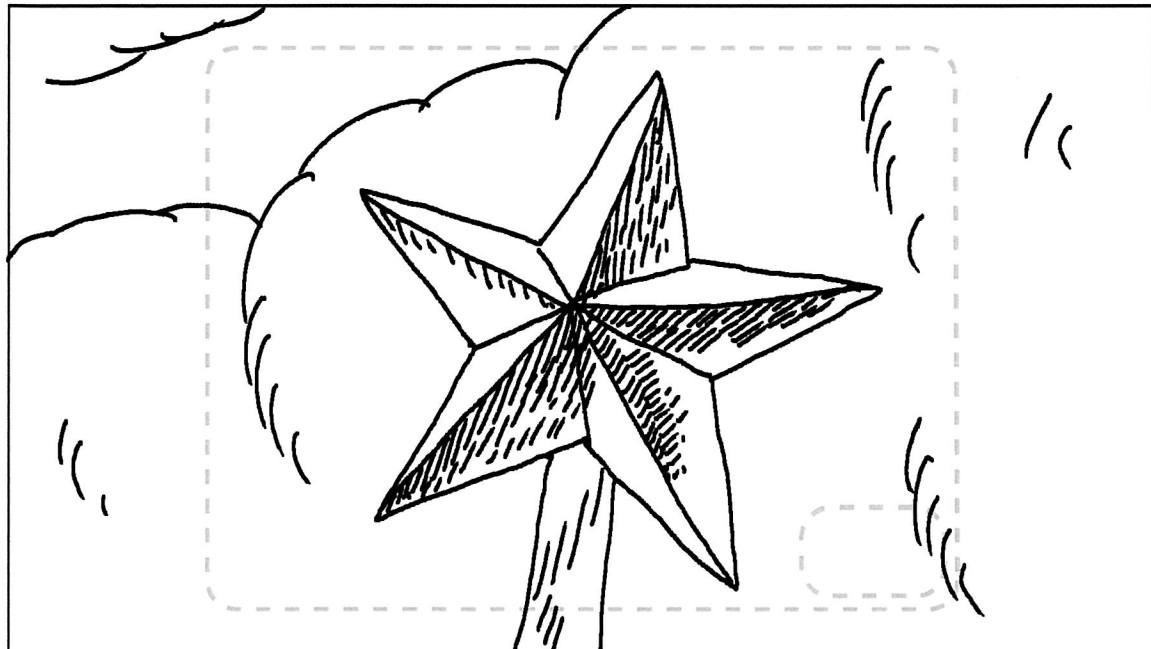
Page 27

Sc. SS

Pnl. A

Bg.

day night

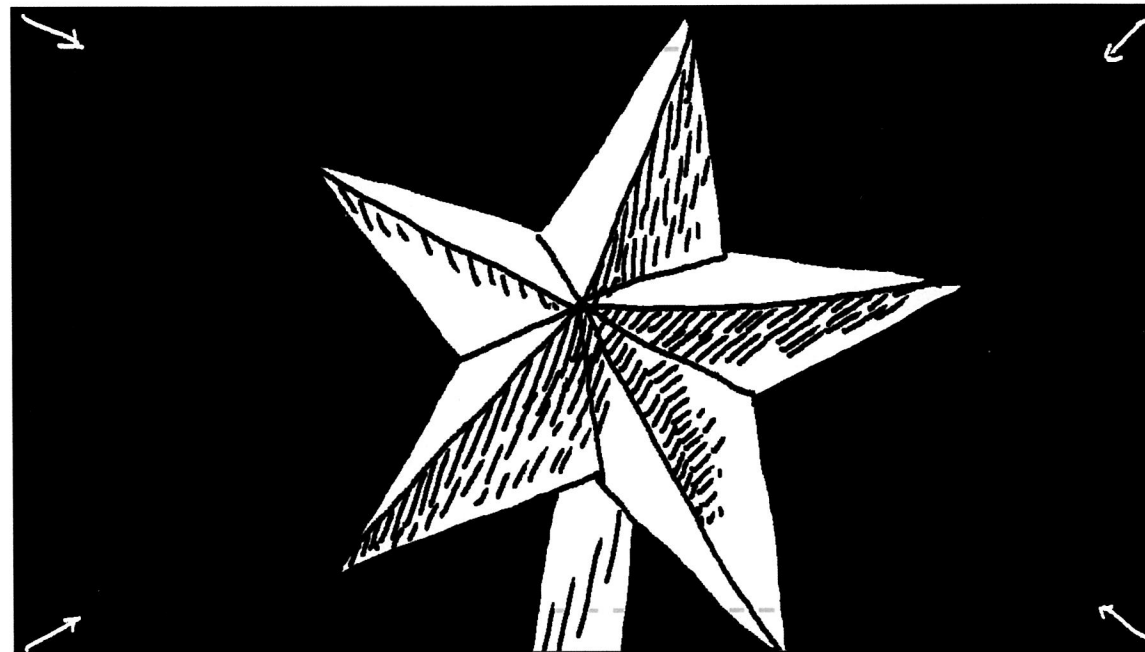


Sc. SS

Pnl. B

Bg.

day night



Dialog:

F IT MAKES ANYTHING THAT YOU THINK OF TURN REAL.

Action:

Timing:

1025-10S

EPISODE #

Production :

ADVENTURE TIME

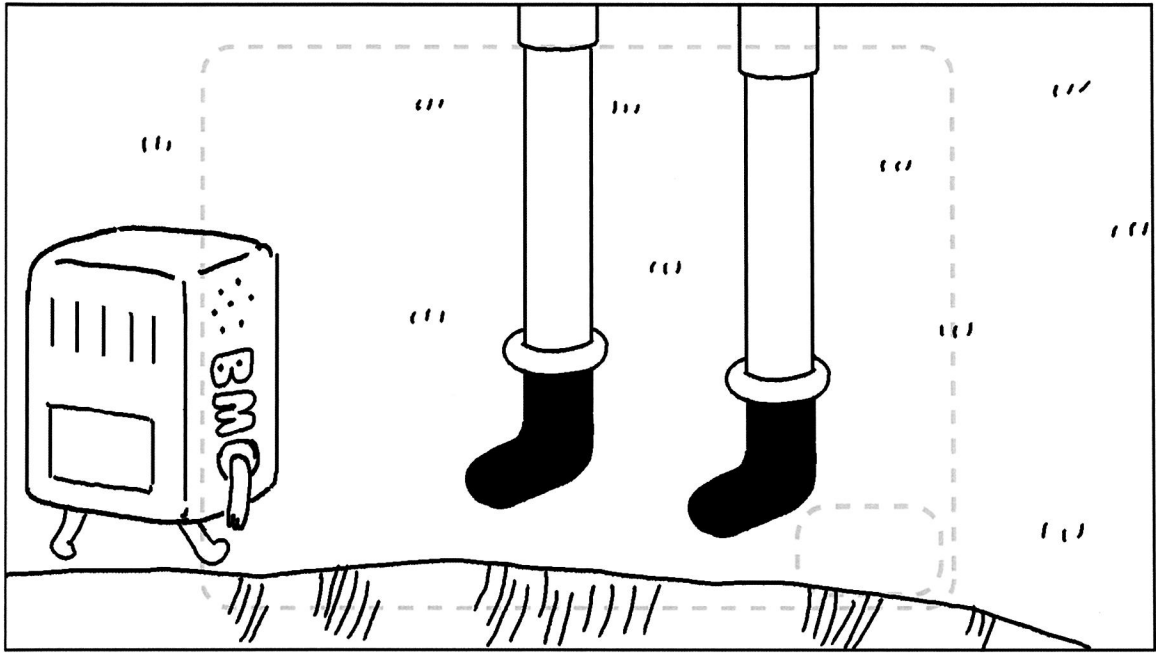


Sc. 56

Pnl. A

Bg.

day night

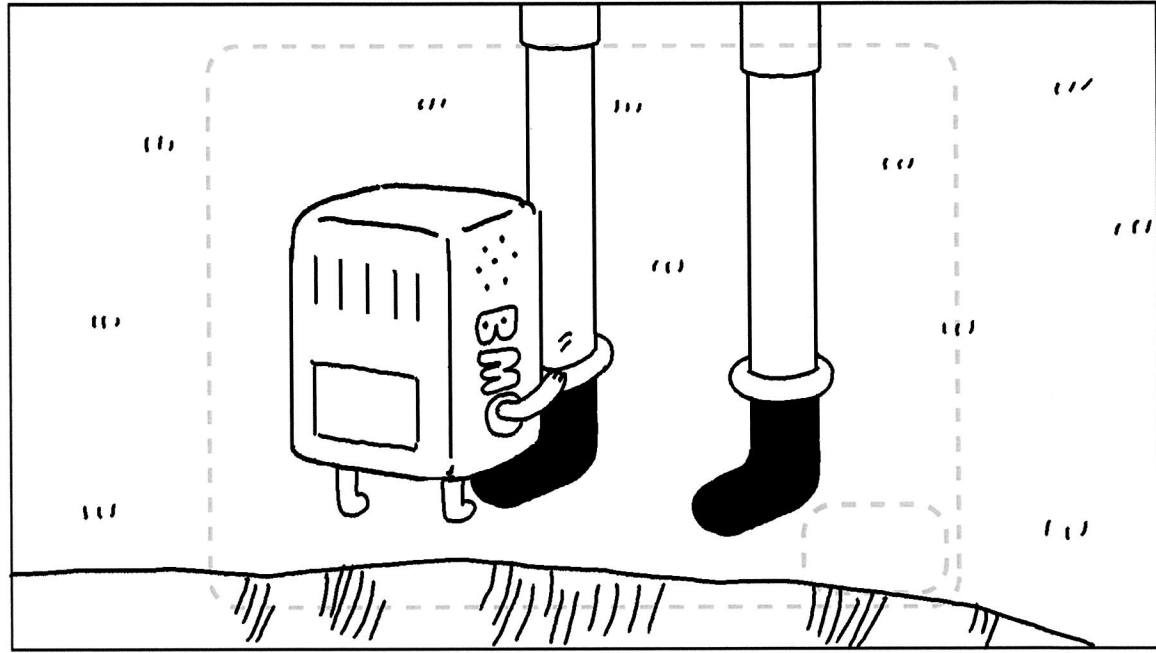


Sc. 56

Pnl. B

Bg.

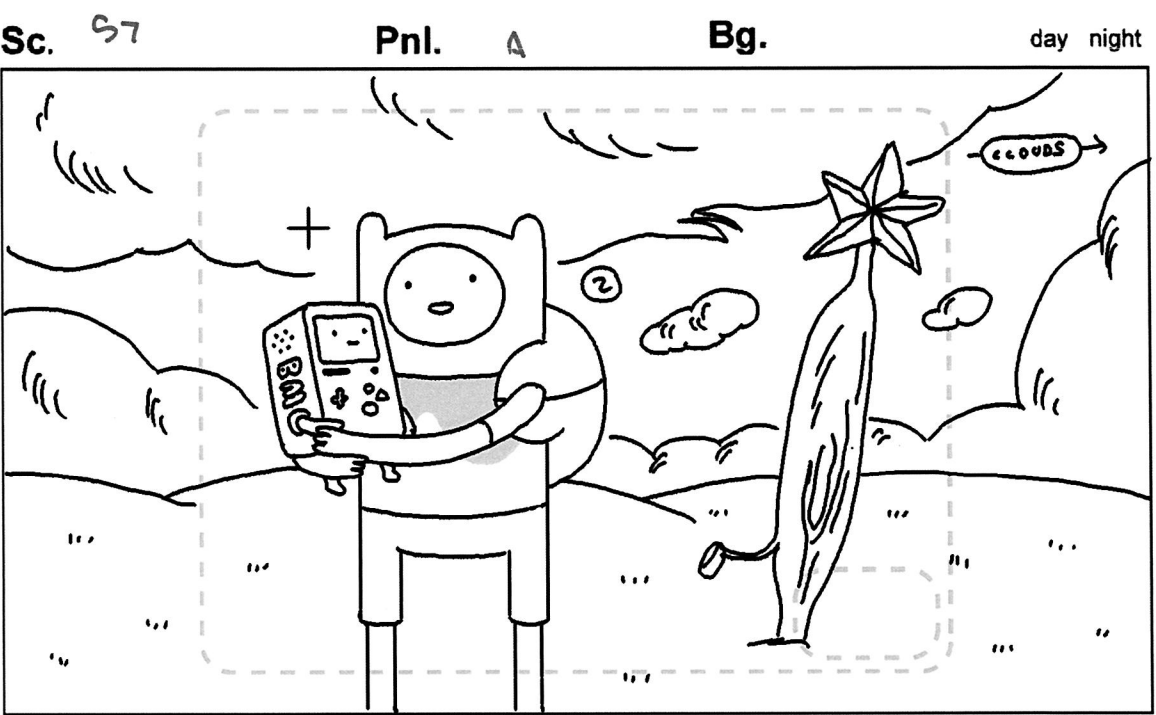
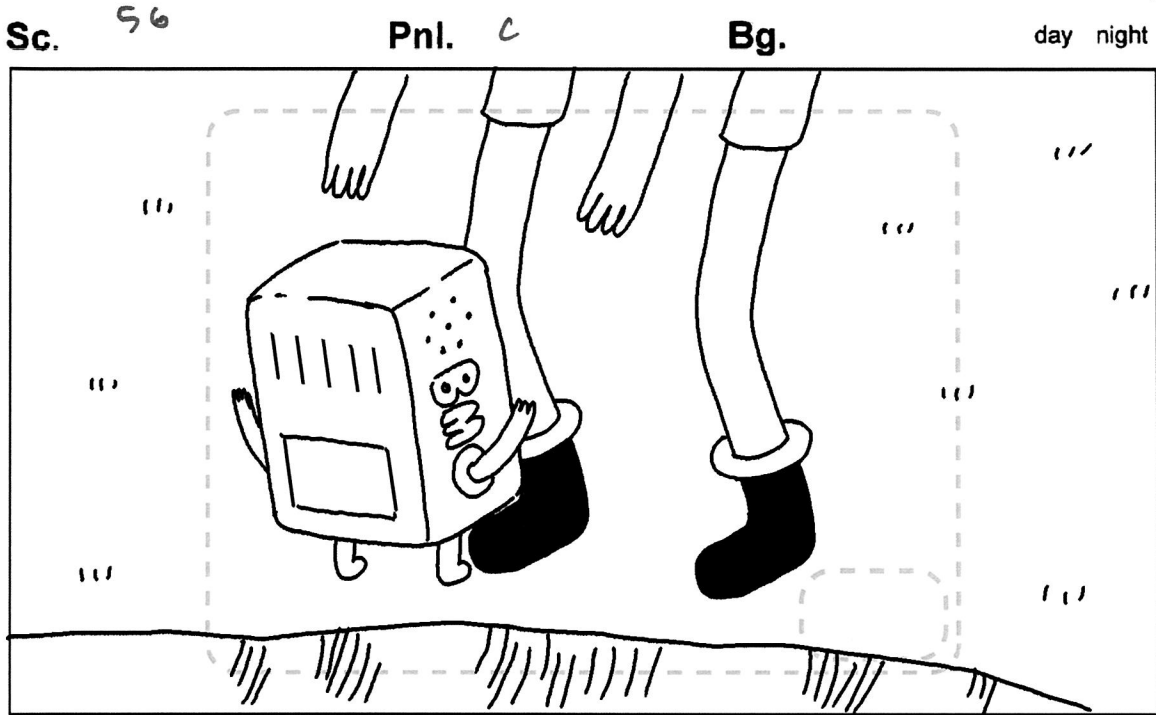
day night



Dialog:	<p><u>BMO</u> (QUIET) UP PLEASE .</p>
Action:	<p>TUGS ON HIS SOCK</p>
Timing:	

1025-195  
EPISODE #  
Production :

# ADVENTURE TIME



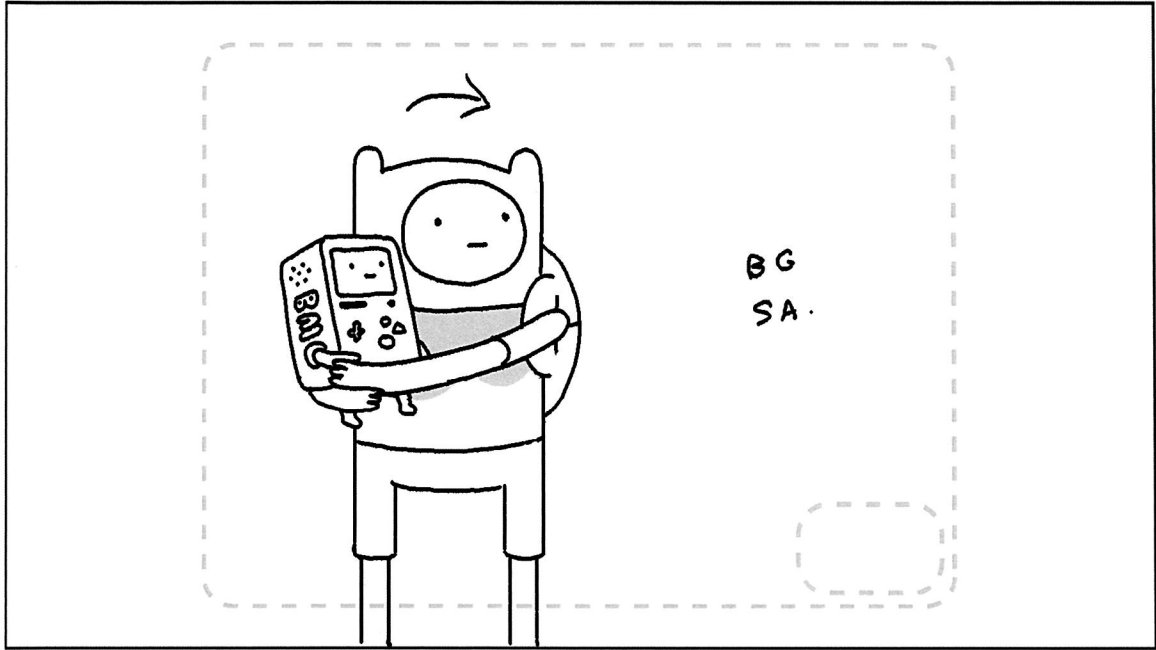
Dialog:	+ <sup>(P)</sup> YEAH SO IT'S TOO STRONG SO WE'RE BURYING IT FOR SAFETY.
Action:	<sup>(1)</sup> 
Timing:	OH MY GOSH, ARE THE CLOUDS A PAIN IN THE BUTT? -sw.

EPISODE # 1025-195  
Production :

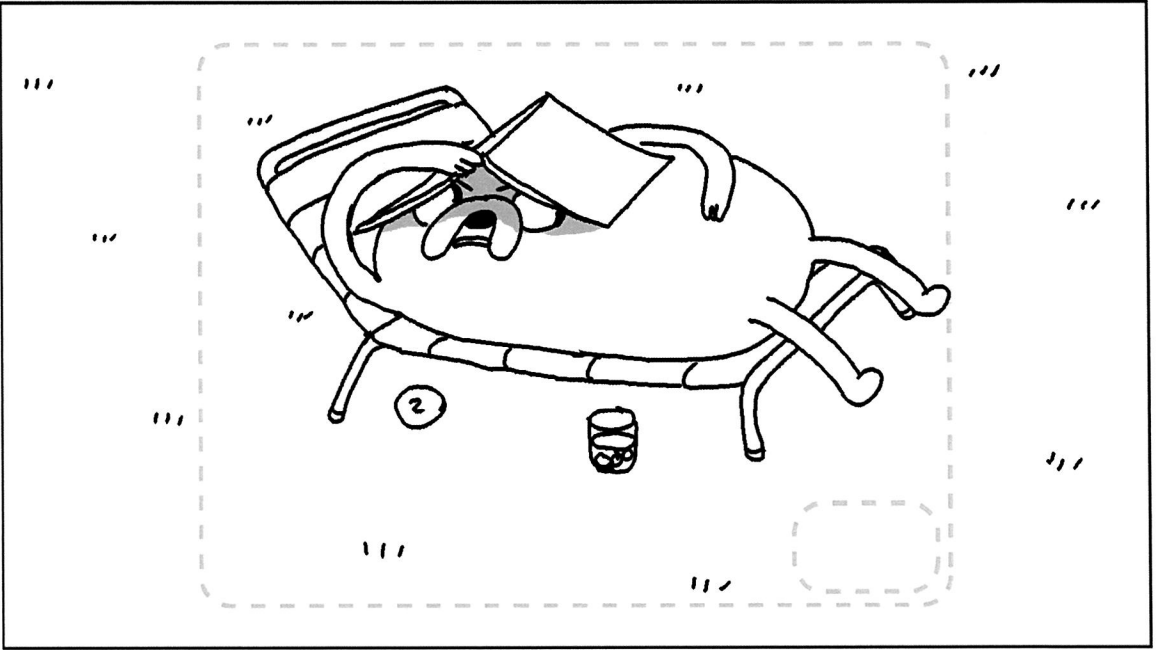
# ADVENTURE TIME



Sc. 57 Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



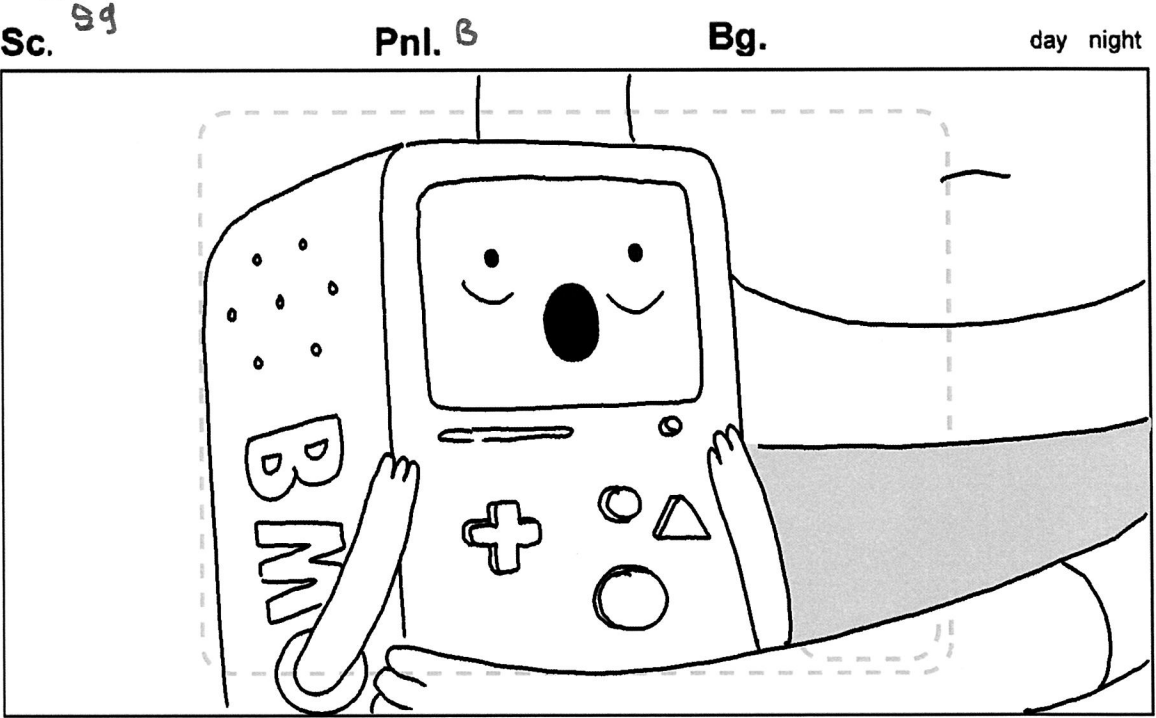
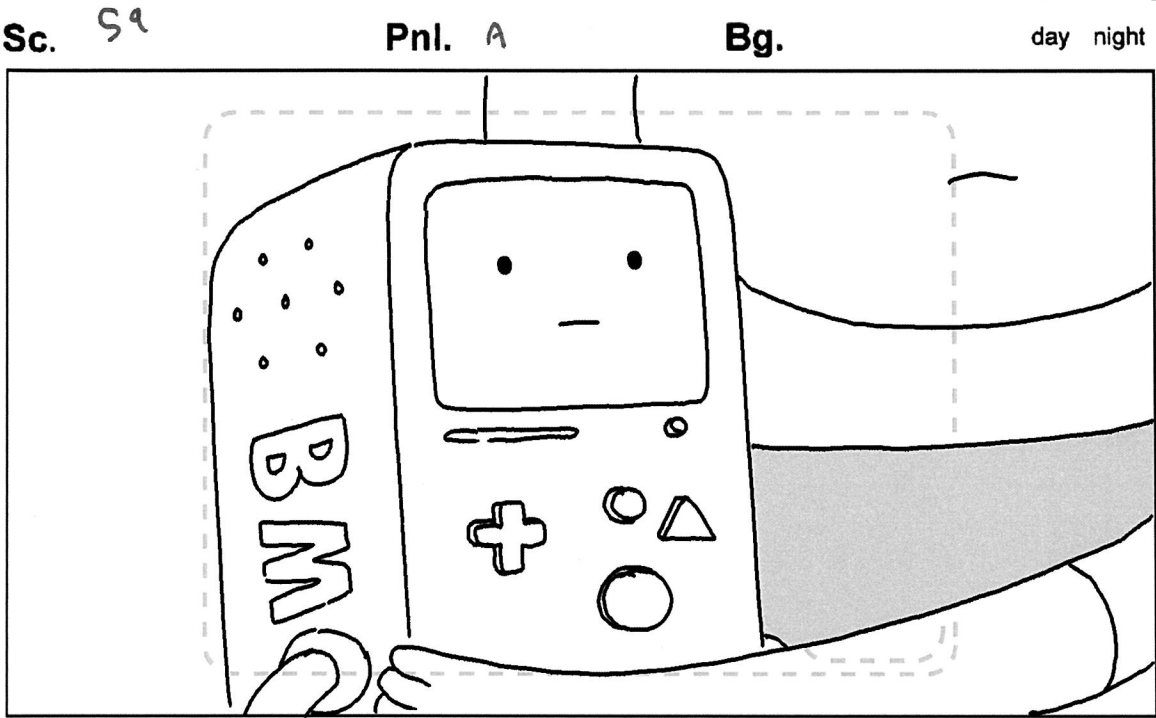
Dialog:	<p><u>JOE</u> I'LL TELL YOU WHAT <u>I'D</u> DO.</p>	<p><u>JOE</u> CONT I'D USE THAT CANNON AND <u>IMAGINE</u> A HOLE .</p>
Action:		
Timing:		

EPISODE # 1025-195

Production :

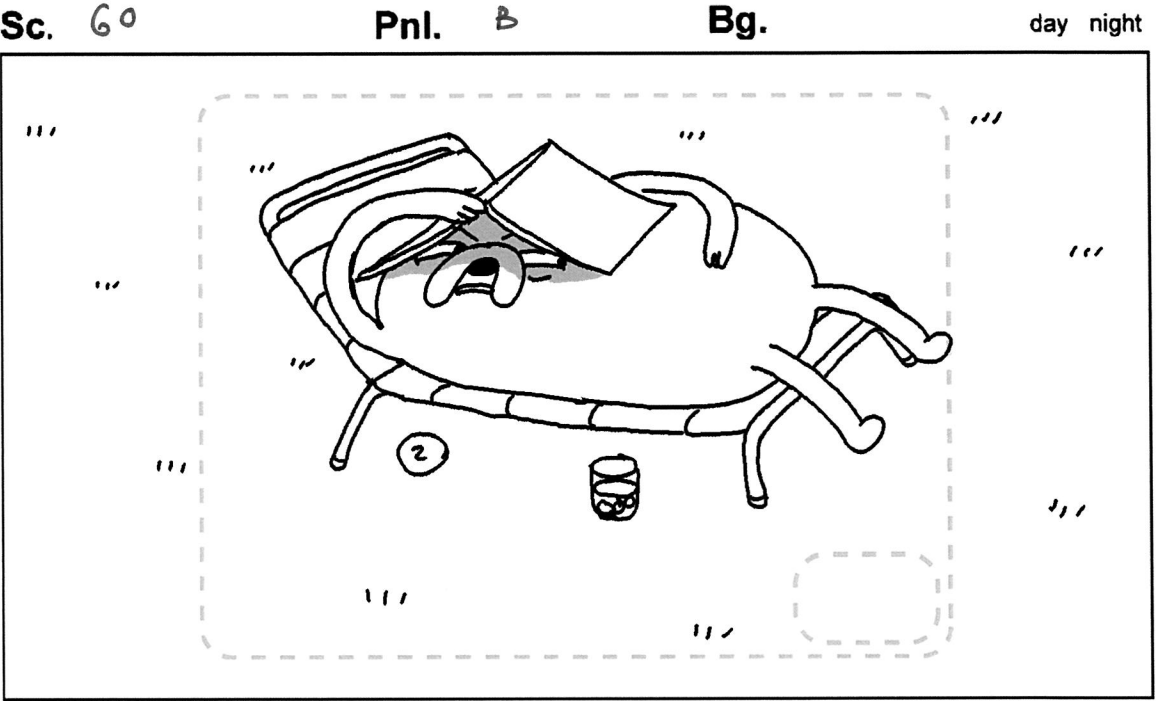
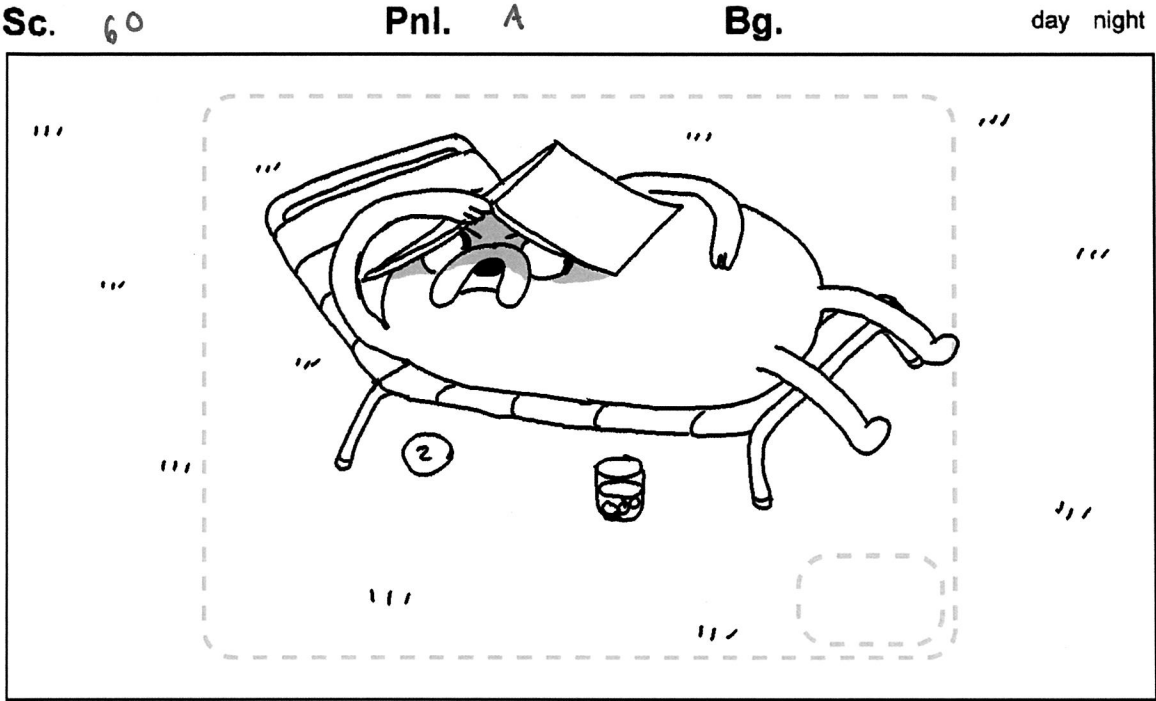


ADVENTURE TIME



Dialog:	ⓑ ≡ GASP! ≡ JAKE REMEMBER WHAT THEY SAY ABOUT "ABSOLUTELY POWER"
Action:	S.P.-
Timing:	

ADVENTURE TIME



Dialog:	① I'M TIRED OF YOUR WISDOM , BMO .
Action:	S . P .
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 61	Pnl. A	Bg.	day night	Sc. 61	Pnl. B	Bg.	day night

Dialog:	
② ①: UHH?	① NOW WATCH AND LEARN.
Action:	
② GRUNTS GETTING UP.	① JAKE WALKS LIKE JOHN WAYNE. STIFF.
Timing:	

ADVENTURE TIME



Sc. 62

Pnl. A

Bg.

day night

Sc. 62

Pnl. B

Bg.

day night

Dialog:

Action:

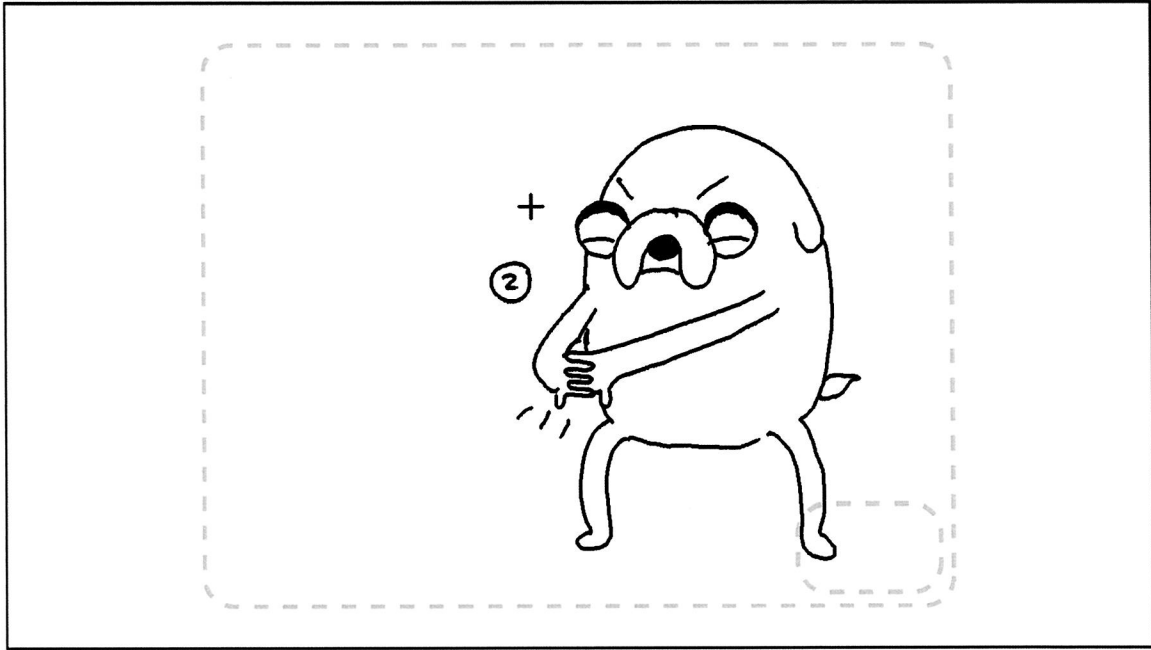
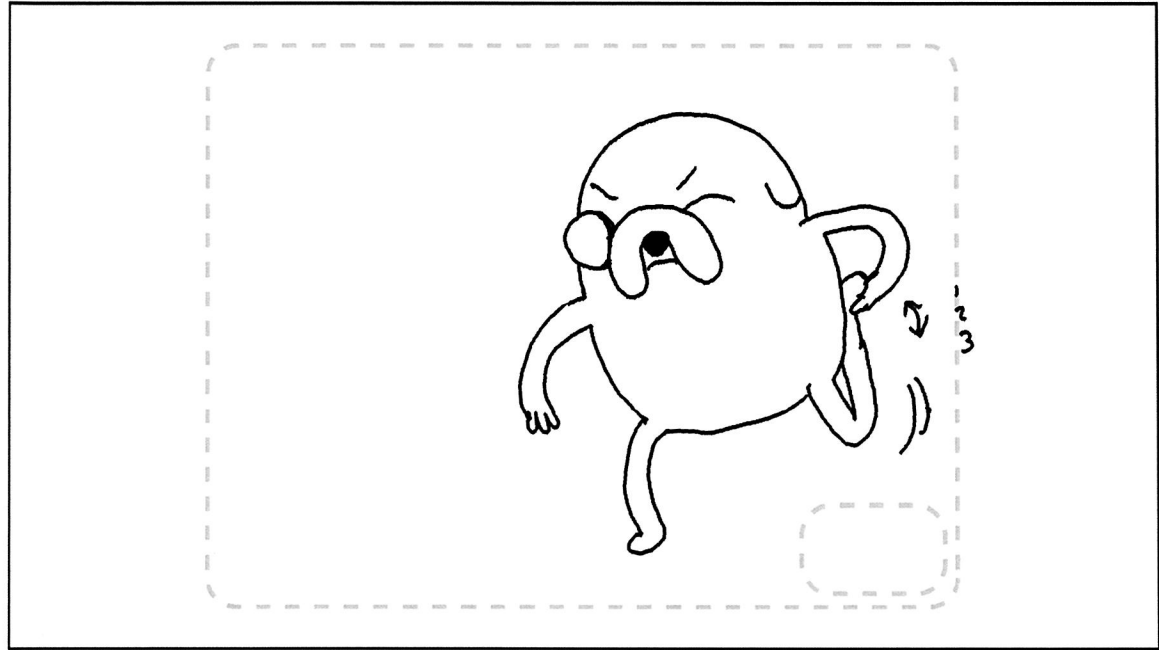
Timing:


JAKE JOHN WAYNES IN.

# ADVENTURE TIME



Sc. 62      Pnl. C      Bg.      day night      Sc. 62      Pnl. D      Bg.      day night



Dialog:	
SFX = CRACK =	
Action:	STRETCHES OUT HIS LEG.      CRACKS FINGERS.
Timing:	+ ① 

ADVENTURE TIME

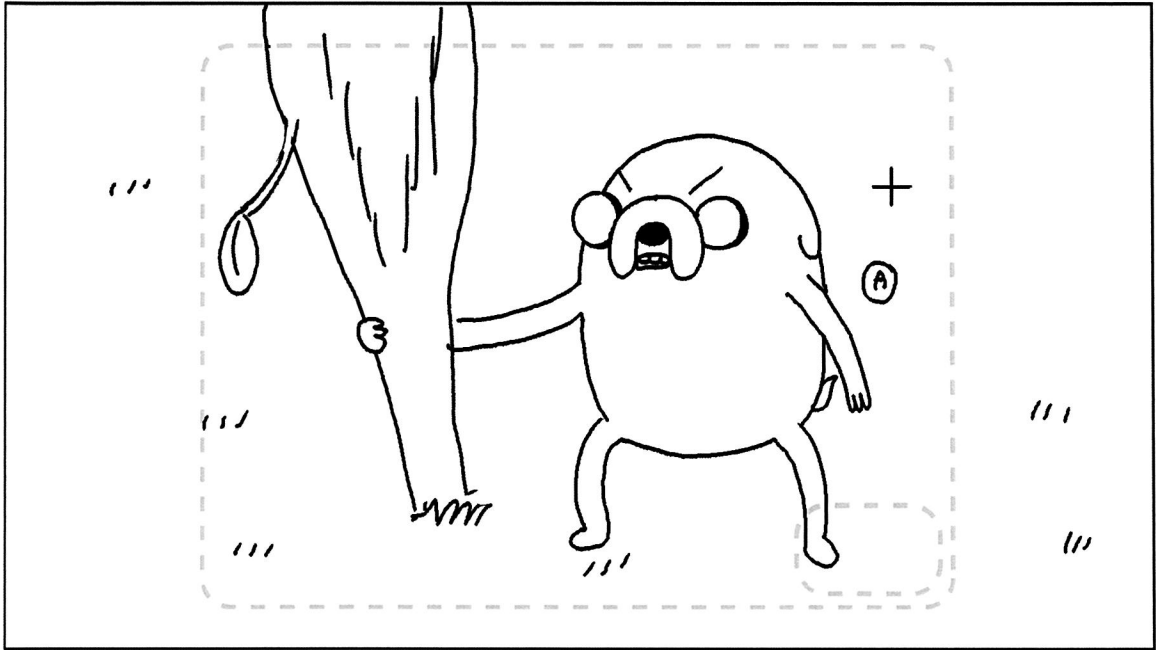


Sc. 62

Pnl. E

Bg.

day night

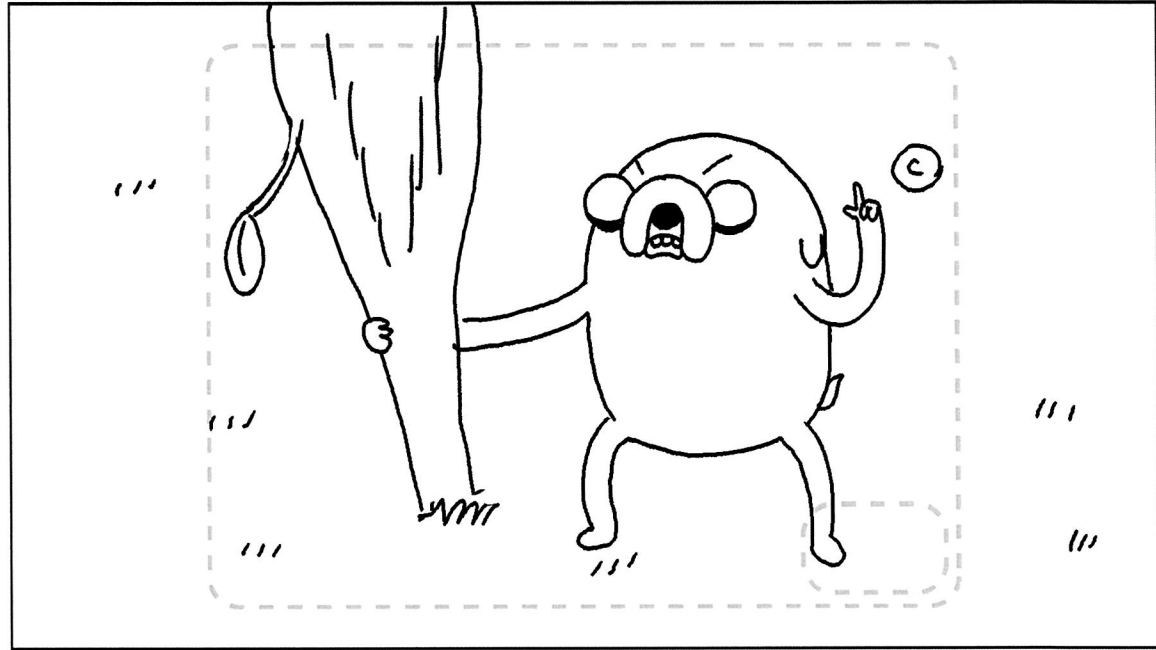


Sc. 62

Pnl. F

Bg.

day night



Dialog:	<p>① YEAH OK, MY NAME'S JAKE AND I'M GOING TO TAKE THIS MAGIC THOUGHT CANNON &amp; I'M GONNA THINK</p>
Action:	
Timing:	<p>AND BACK TO</p>

EPISODE # 1025-1a5  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 62

Pnl. 6

Bg.

day night

Sc. 62

Pnl. 11

Bg.

day night

Dialog:

① "I WANT A HOLE TO BURY THIS THOUGHT CANNON IN."

AND ,  
① BOBBLE BOBBLE, JAKE GETS A HOLE IN WHICH A THOUGHT CANNON MAY BE BURIED.

Action:

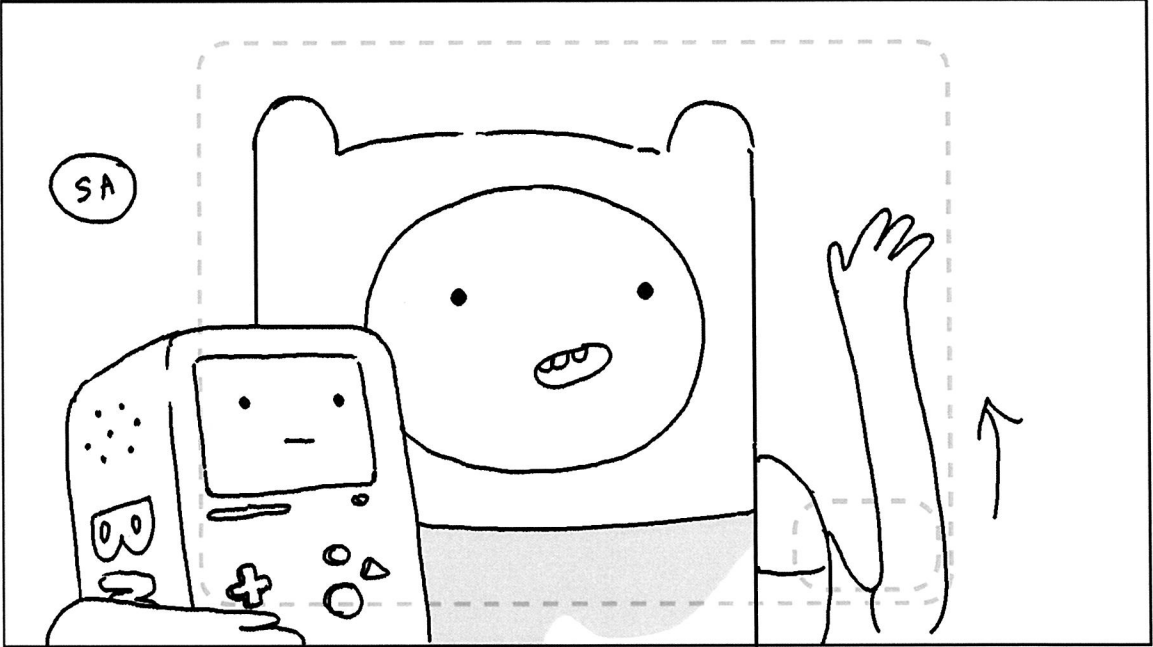
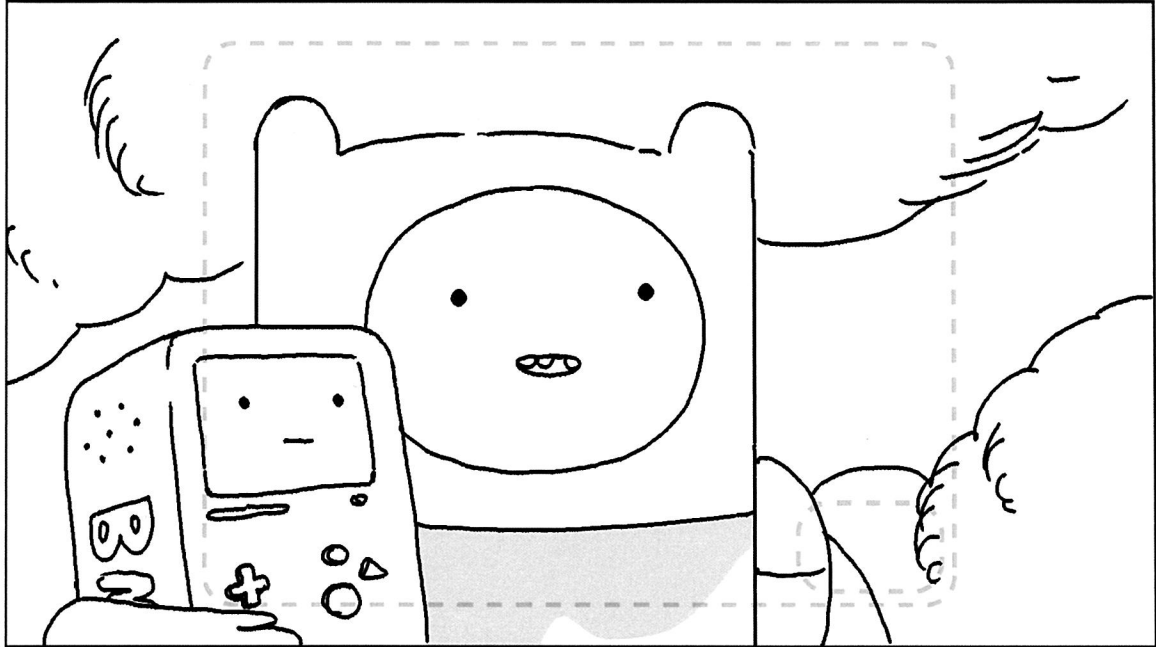
Timing:

1025-195  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night Sc. 63 Pnl. B Bg. day night



Dialog:

Q BUT WHAT IF, FOR A SPLIT SECOND, YOU THINK OF SOMETHING ELSE?

Action:

Timing:

EPISODE # 1025-19S  
Production :

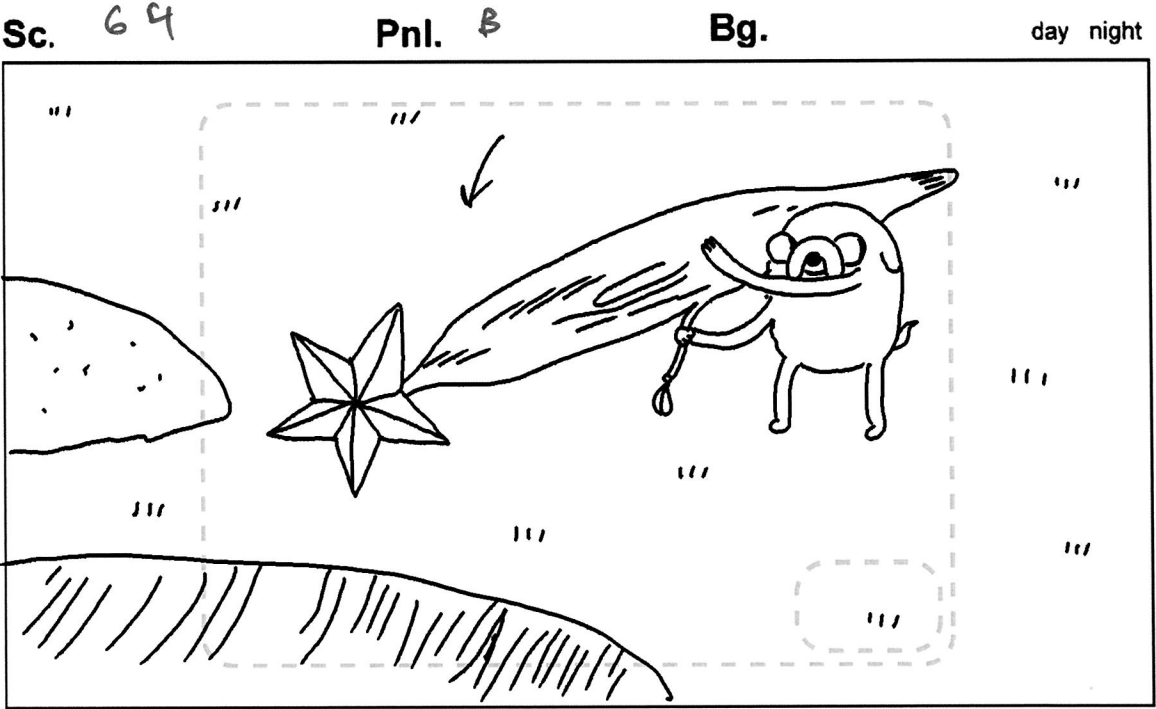
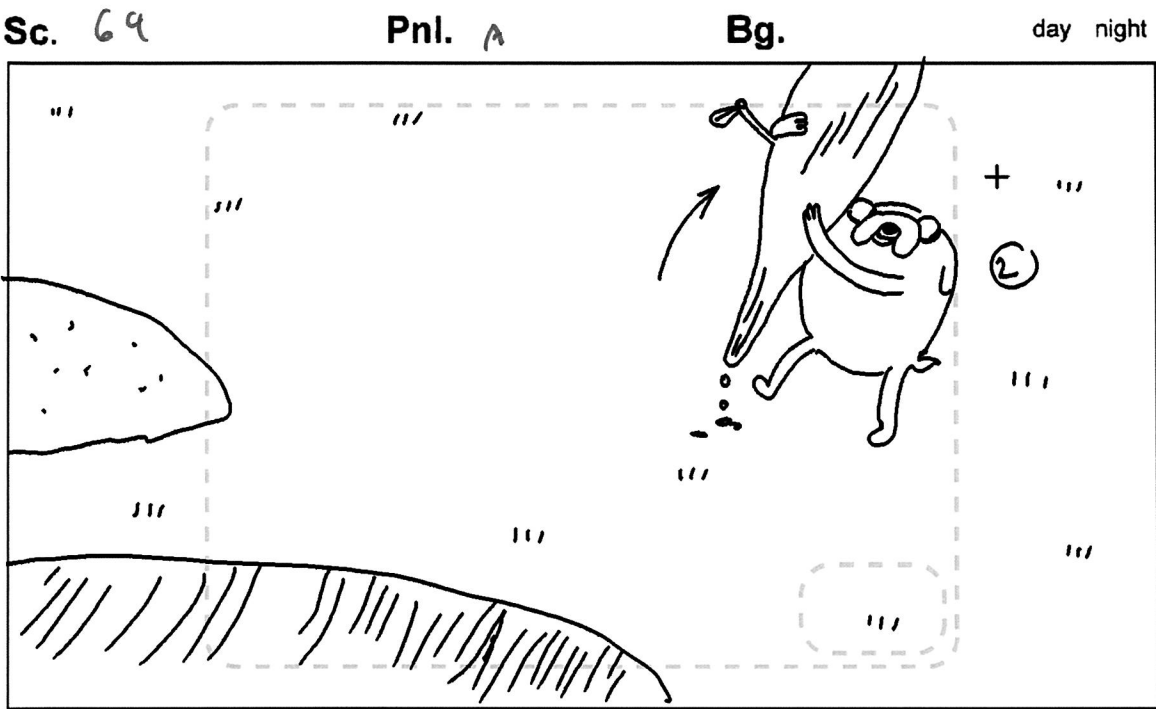


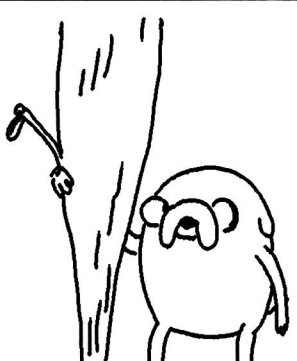
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 89



Dialog:	① NOPE!	② MY BRAIN'S MY HANDS.
Action:		
Timing:		

1025-105

EPISODE #

Production :

ADVENTURE TIME

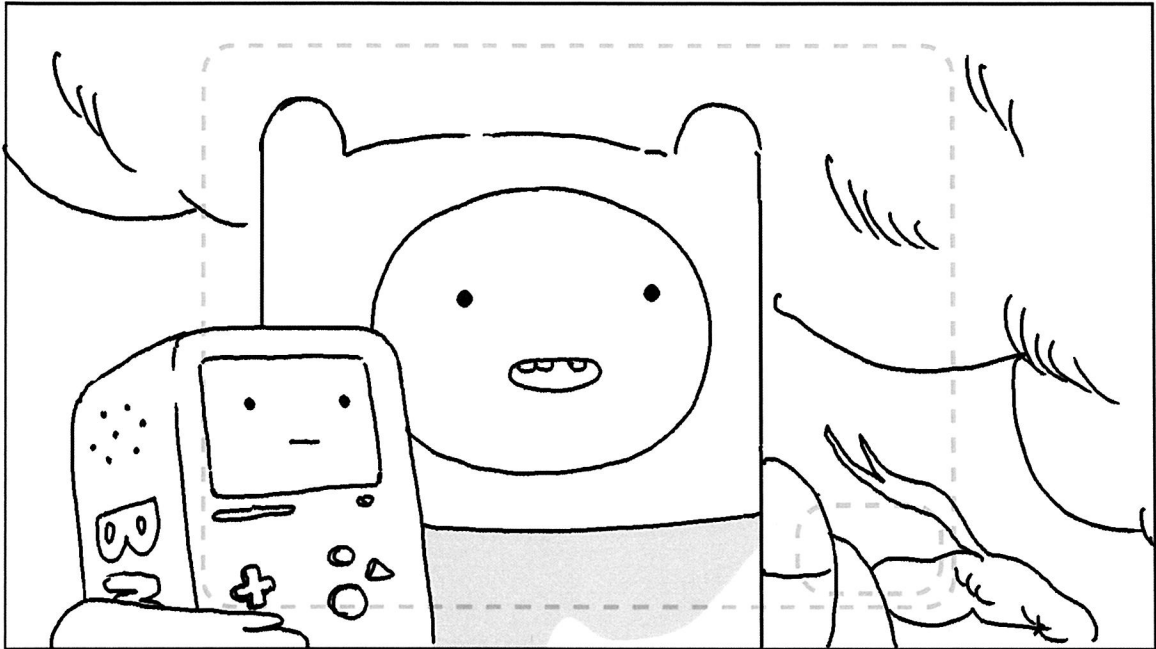


Sc. 65

Pnl. A

Bg.

day night

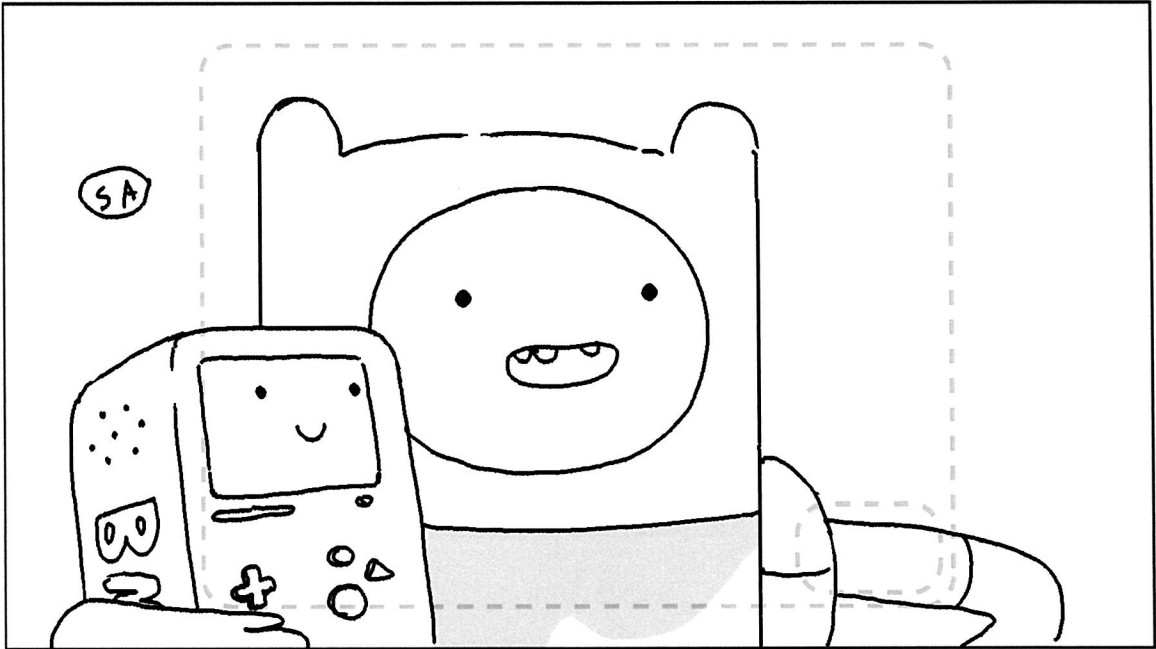


Sc. 65

Pnl. B

Bg.

day night



Dialog:	(F) WHO KNOWS THOUGH, LIKE, D'YOU EVER IMAGINE WHAT IT'D BE LIKE IF WE WERE GIRLS?
Action:	
Timing:	

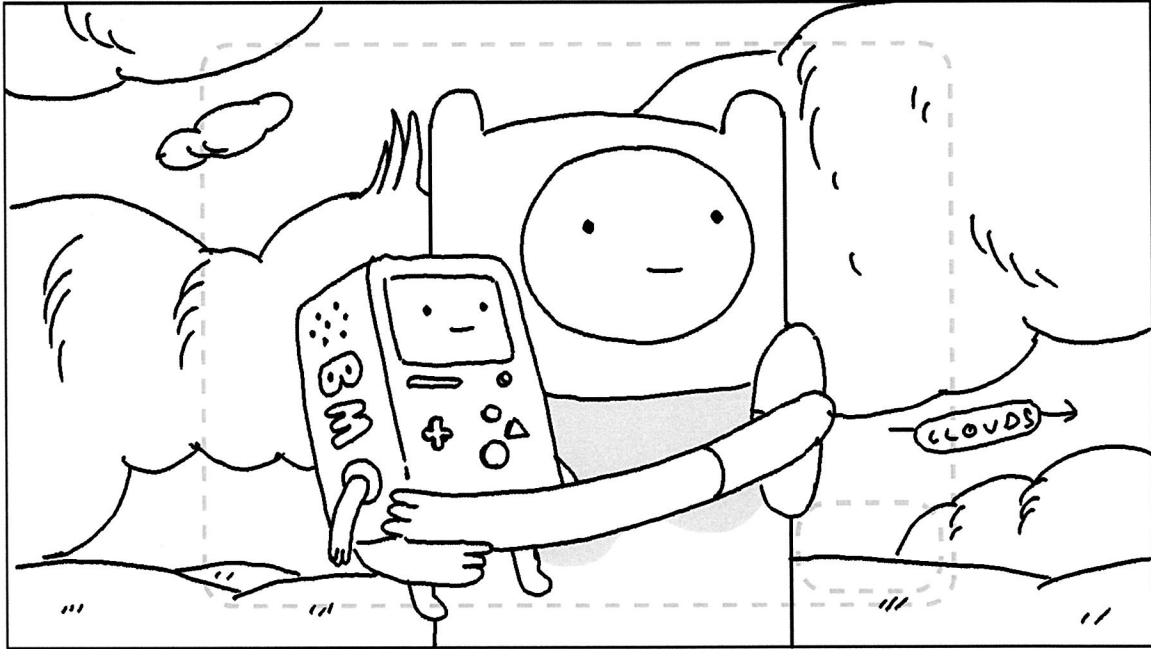
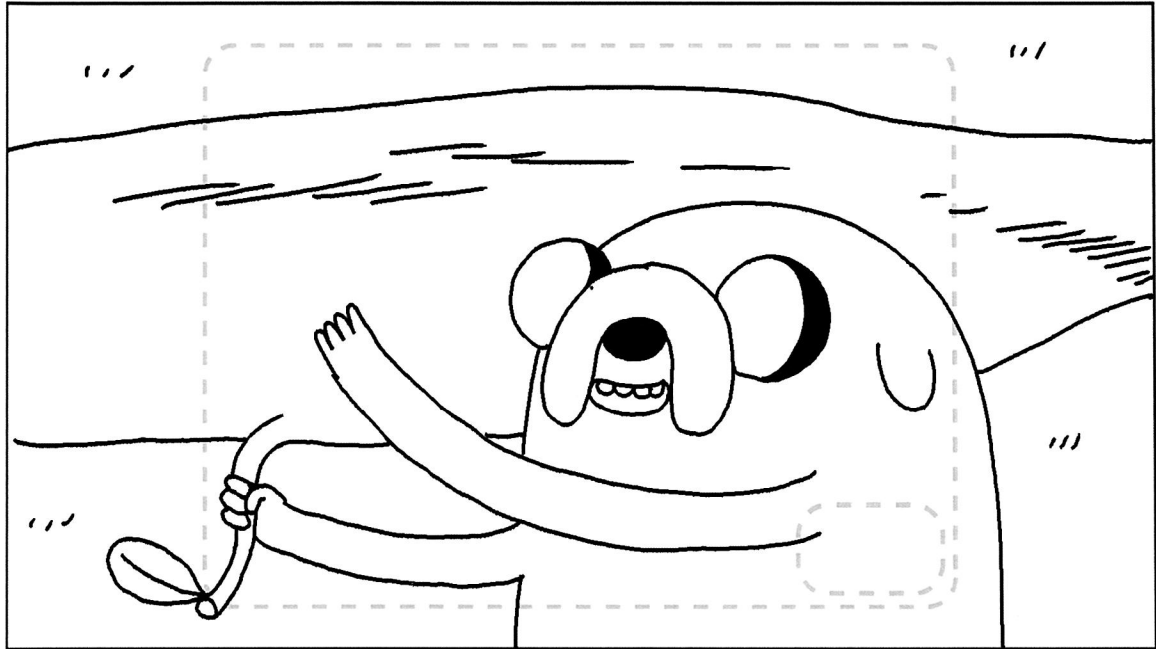
EPISODE # 1025-105

Production :

ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night Sc. 67 Pnl. A Bg. day night



Dialog: JY H A H A ! NOT UNTIL NOW MAN.  
MOSTLY LATELY I'VE BEEN THINKING  
ABOUT WHOEVER YOUR MOM IS, I HAVE A  
LOT OF QUESTIONS FOR HER!

Action:

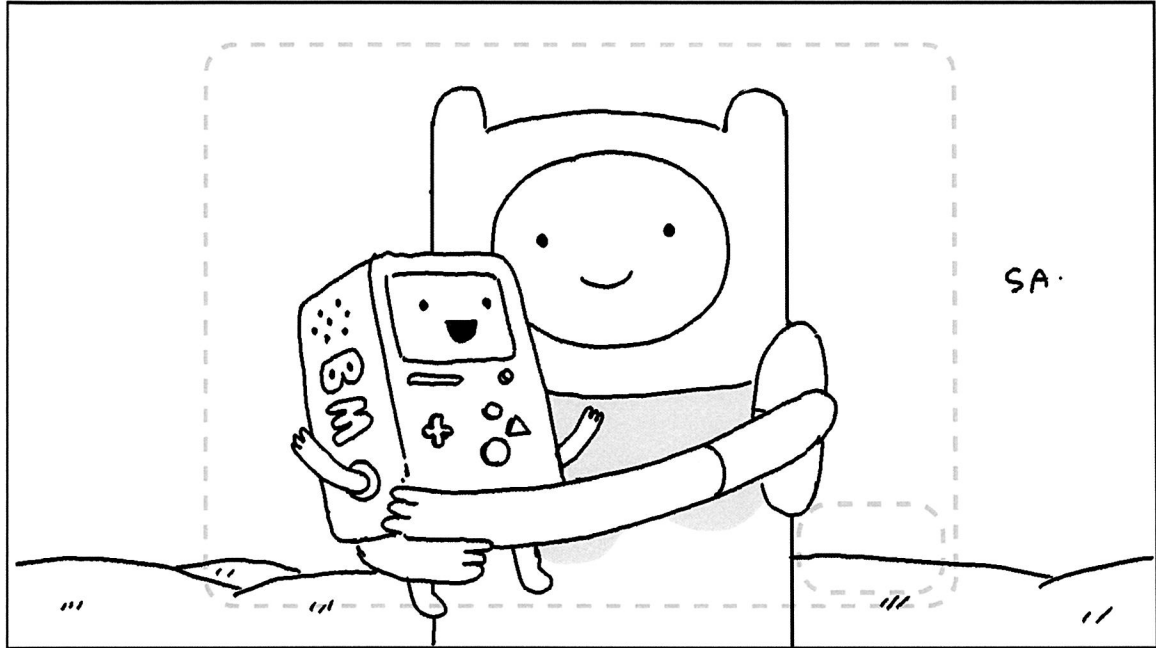
Timing:

S. P.

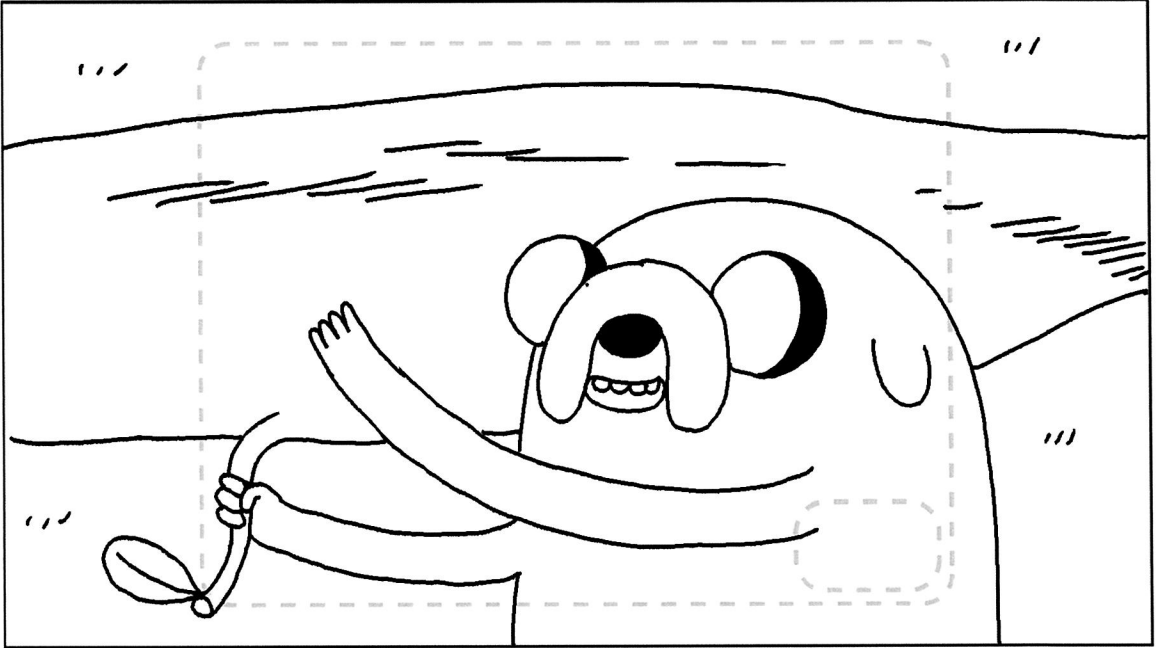
ADVENTURE TIME



Sc. 67 Pnl. B Bg. day night



Sc. 68 Pnl. A Bg. day night



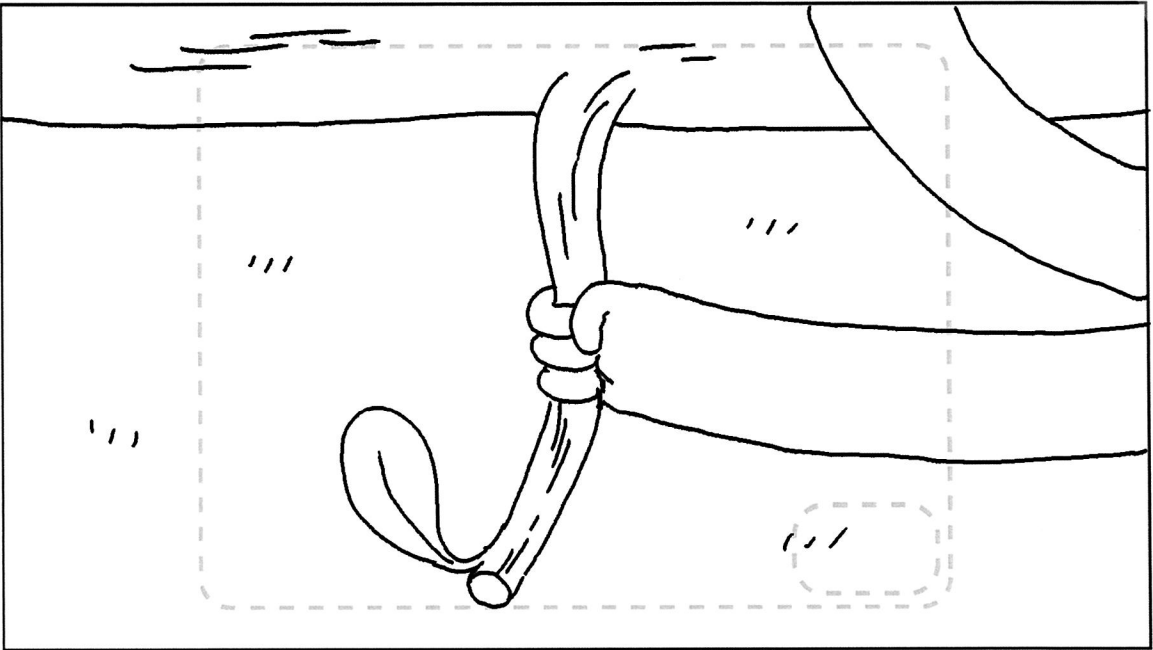
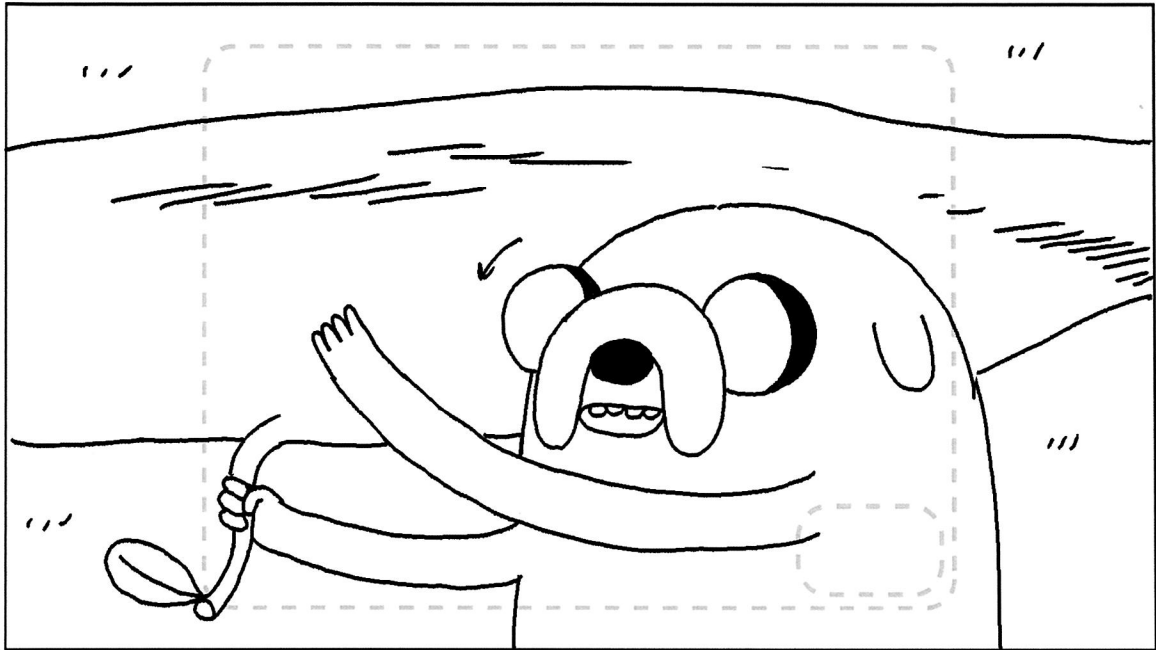
Dialog:	
③ I THINK A LOT ABOUT THE LICH!	① OH YEAH, THE LICH! IMAGINE.
Action:	
Timing:	

1025-195  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 68 Pnl. B Bg. day night Sc. 69 Pnl. A Bg. day night

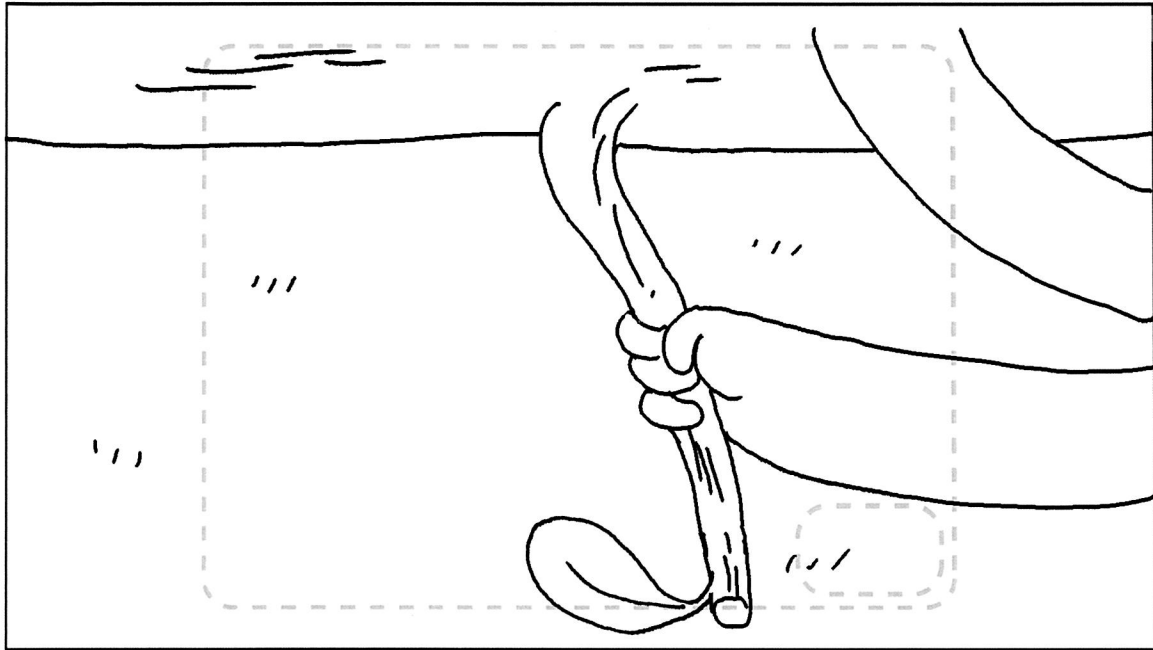


Dialog:
Q WELP HERE I GO !
Action:
Timing:

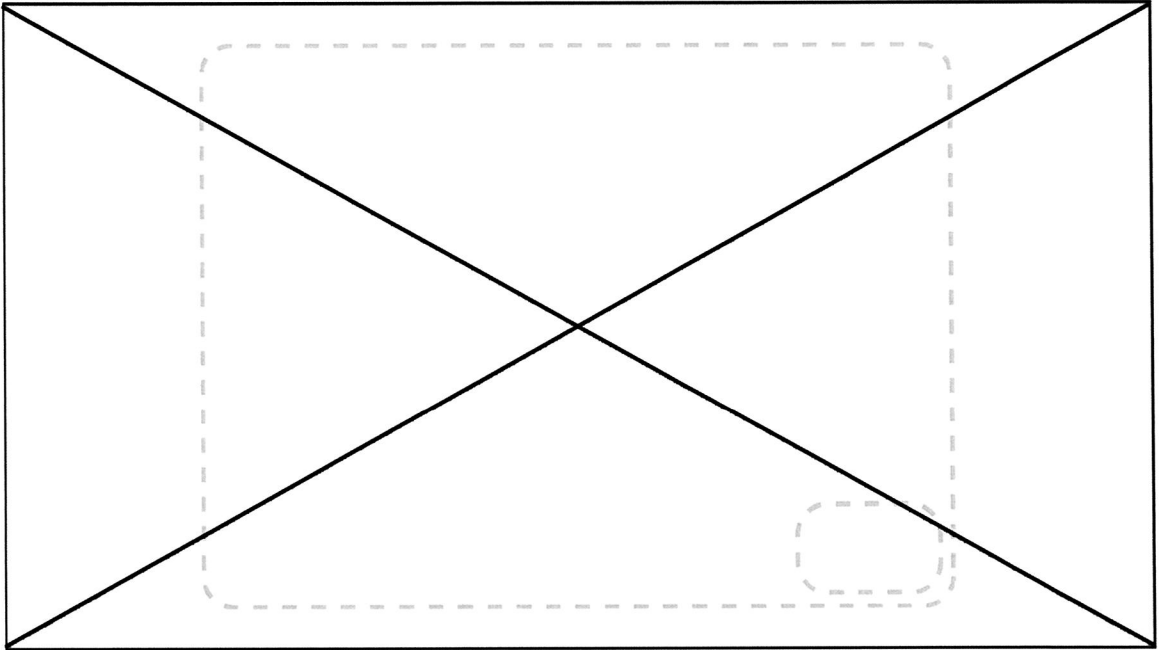
# ADVENTURE TIME



Sc. 69 Pnl. B Bg. day night



Sc. Pnl. Bg. day night

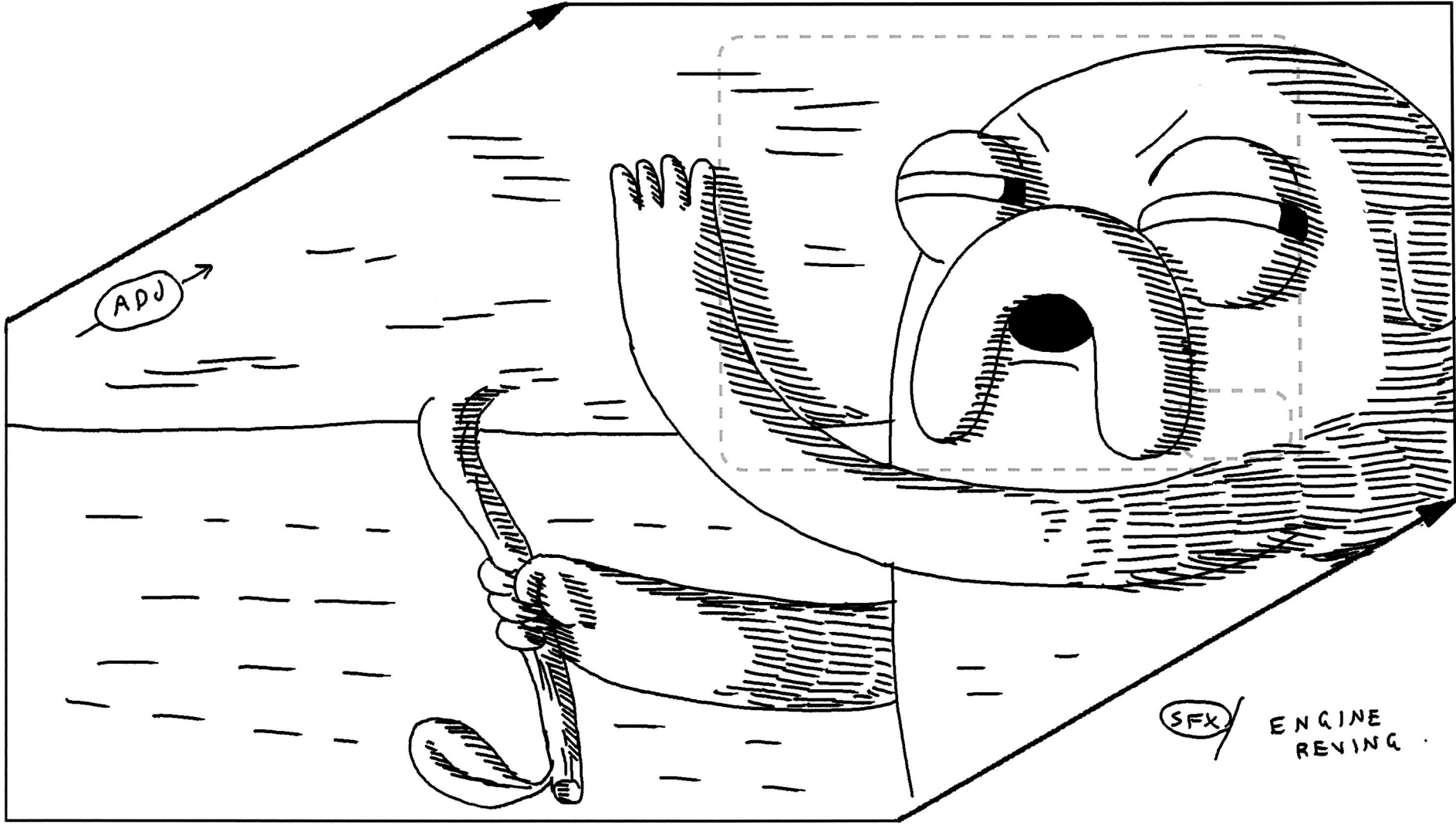


Dialog:
<u>SFX</u> / <u>== CHK ==</u>
Action:
Timing:

ADVENTURE TIME



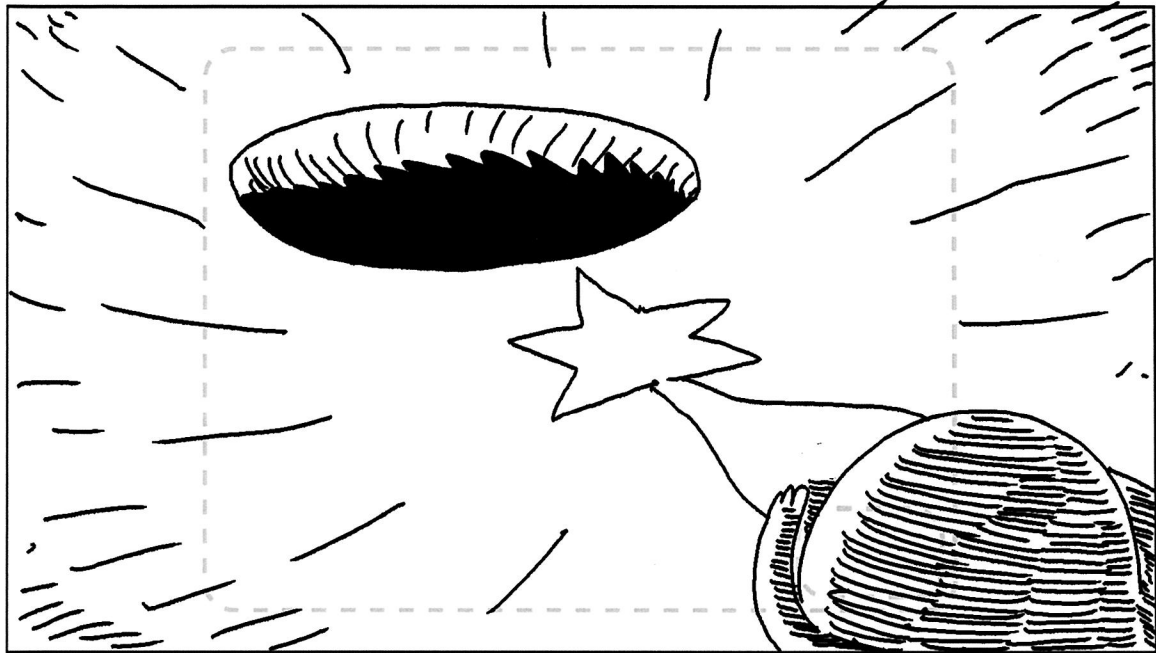
Sc. 69 Pnl. c Bg. day night



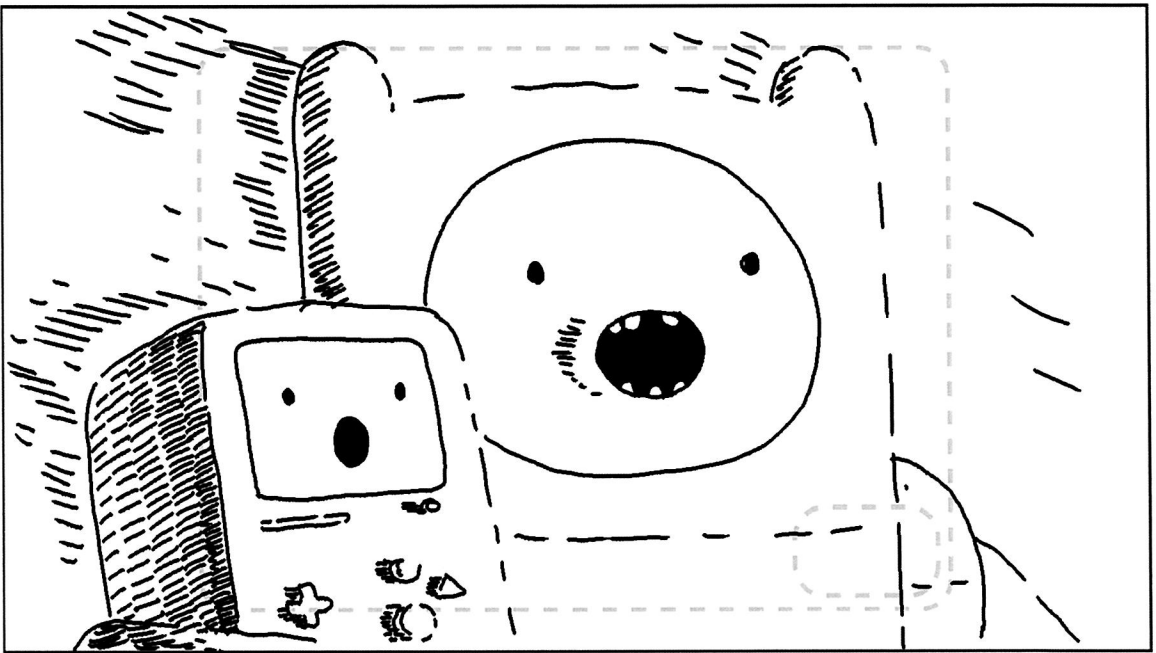
ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 71 Pnl. A Bg. day night



Dialog:
SFX GETTING LOUDER !
Action:
GETTING WHITER .
Timing:

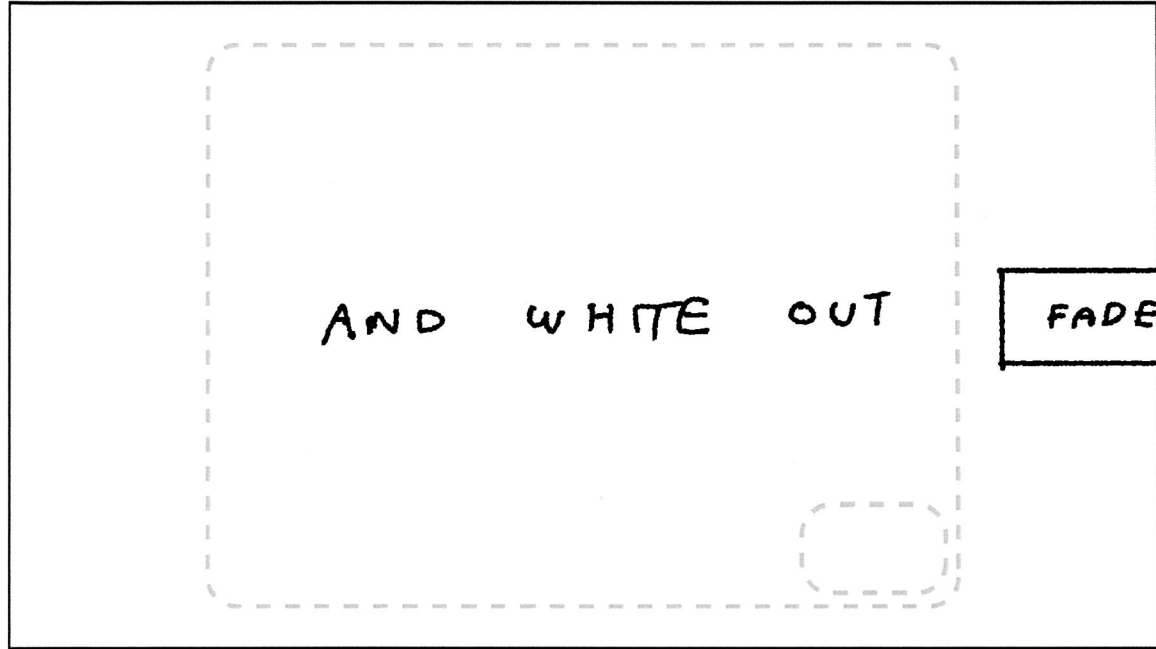
1025-195  
EPISODE #  
Production :



ADVENTURE TIME



Sc. 71 Pnl. B Bg. day night



Sc. 72 Pnl. A Bg. day night



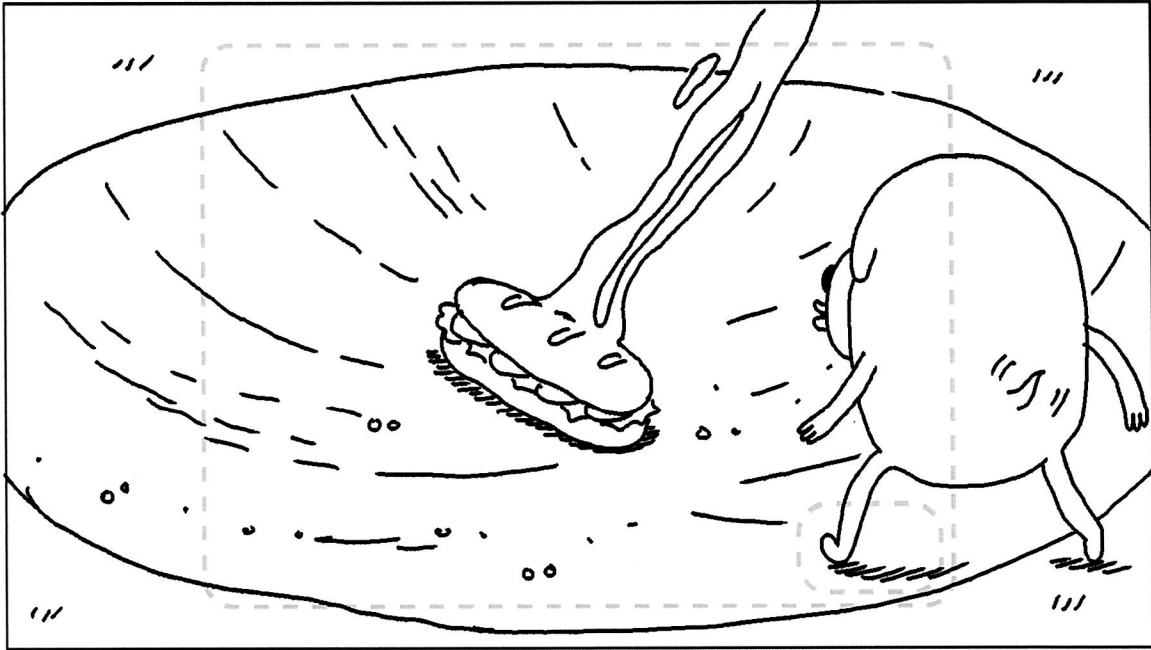
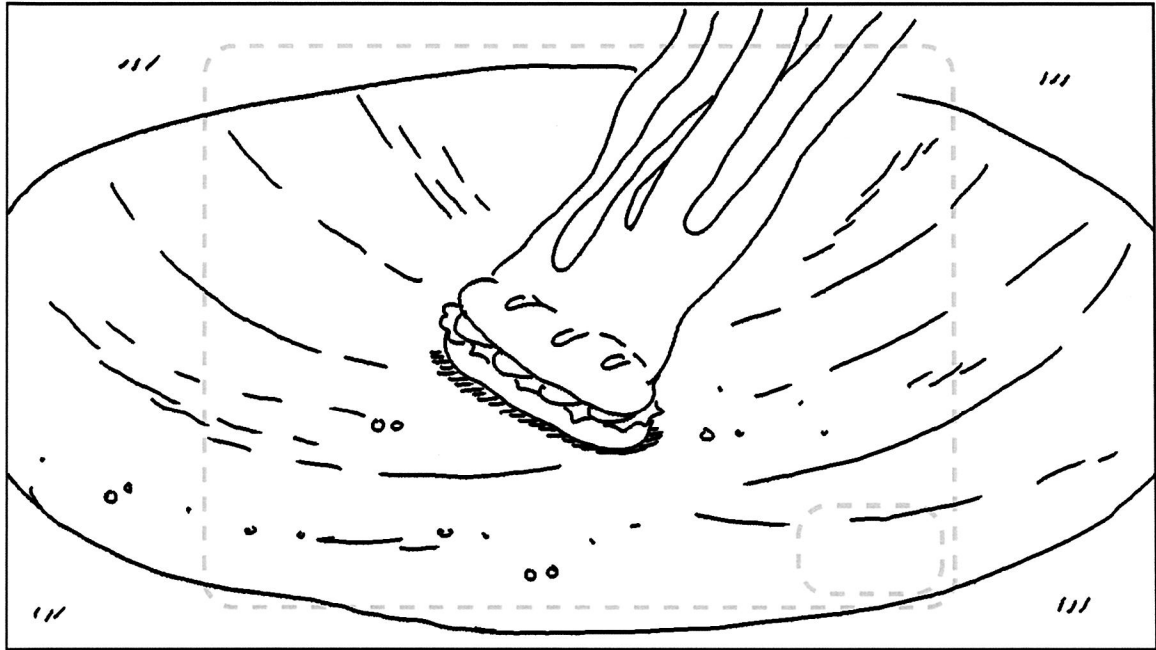
FADE IN

Dialog:	BEAT
Action:	①/ CHK - CHK , PRKH! (SHOT GUN NOISE)
Timing:	

ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night Sc. 73 Pnl. B Bg. day night



Dialog:	① WHOOPS!	① LOOKS LIKE I WAS THINKING ABOUT A SANDWICH.
Action:	TAIL WAGGING.	
Timing:		

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 73 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME

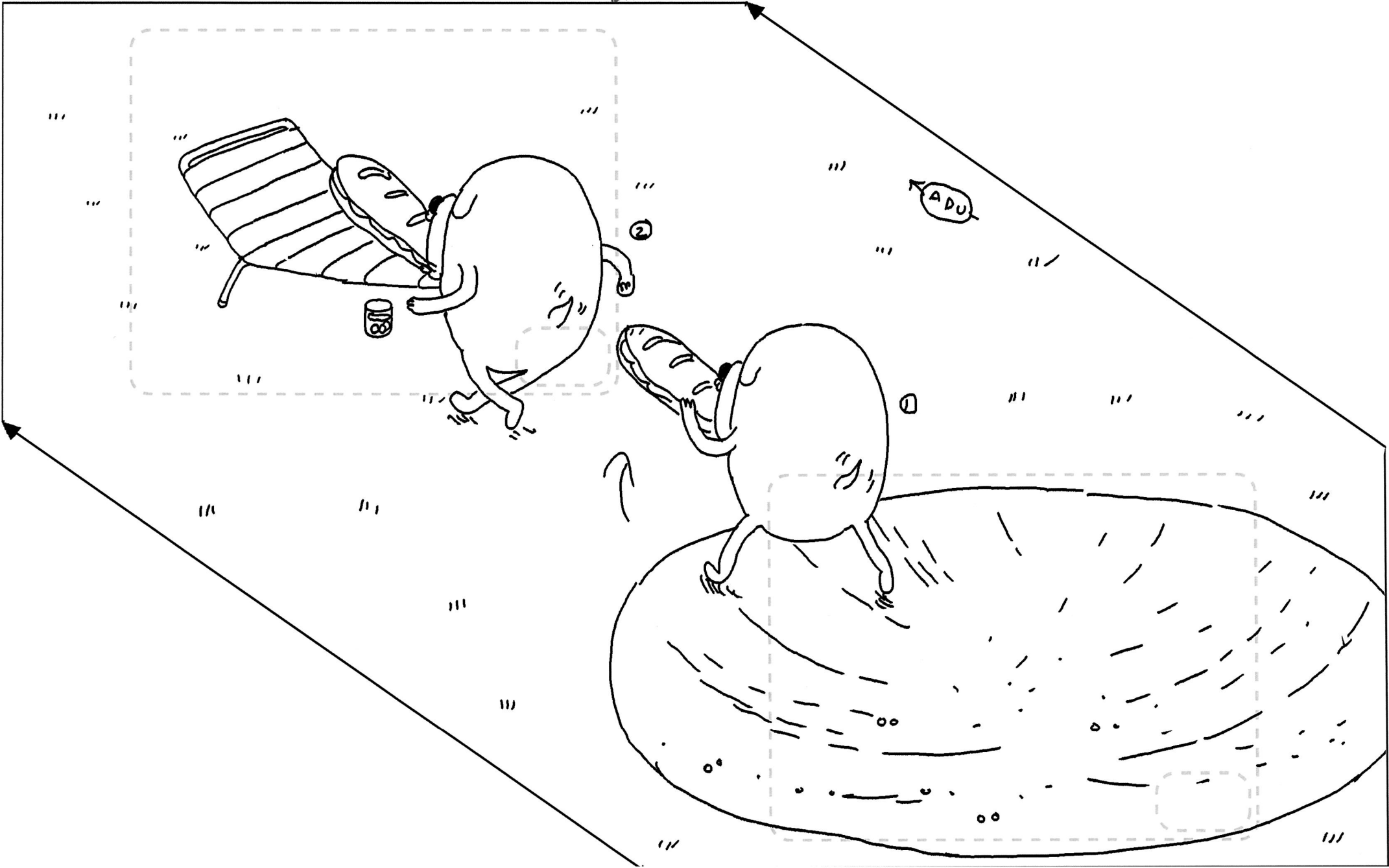


SC. 73

PNC. D

BG.

DAY NIGHT



Production :

EPISODE #

1025-195

# ADVENTURE TIME

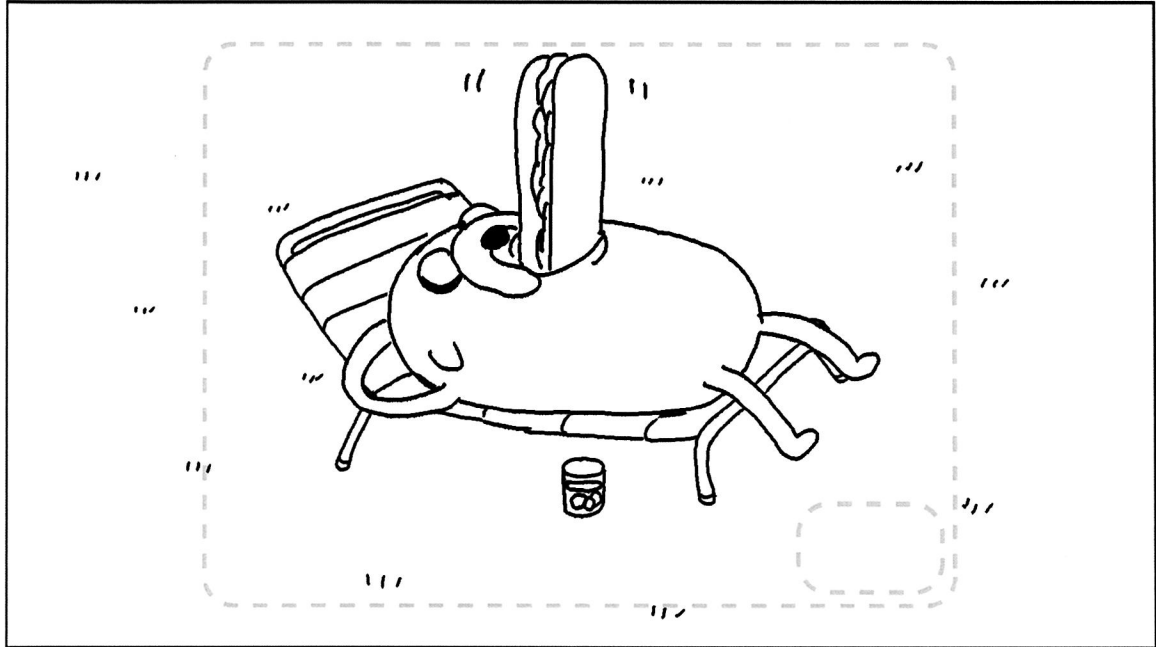


Sc. 73

Pnl. E

Bg.

day night

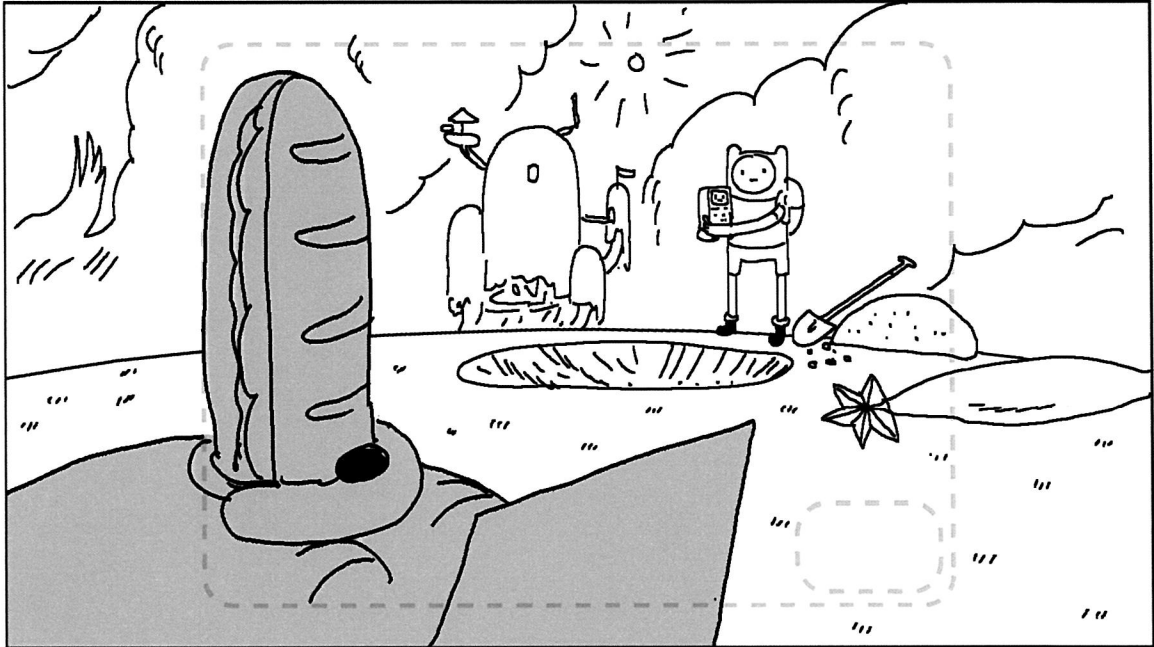


Sc. 74

Pnl. A

Bg.

day night

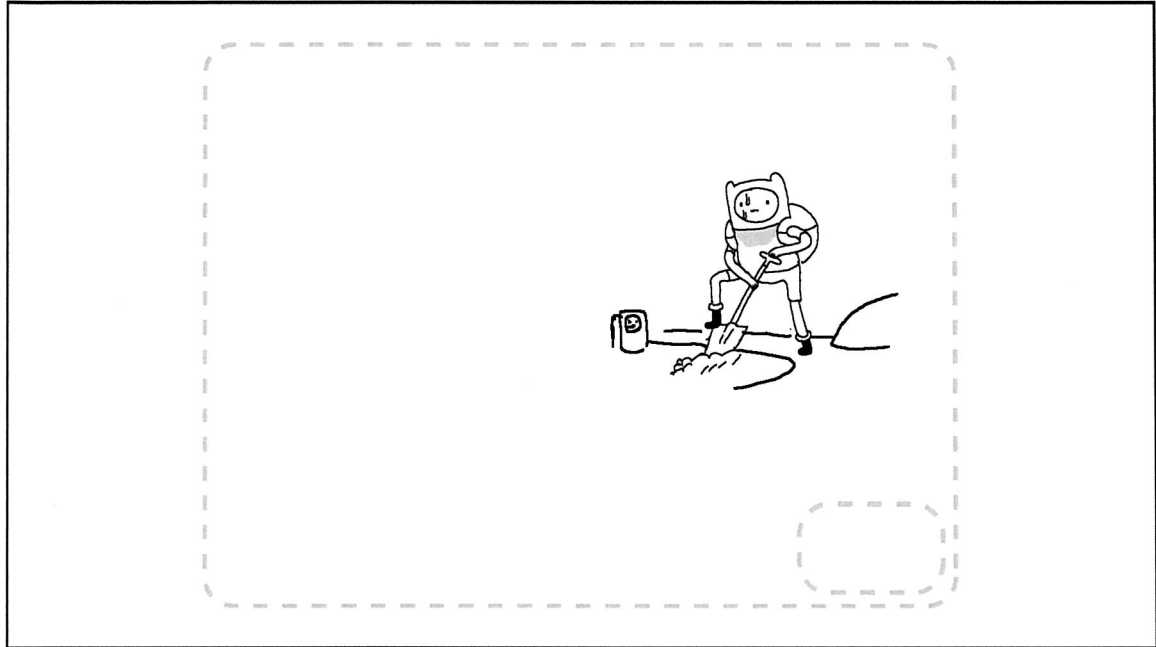


Dialog:	① ENJOY YOUR LABOR. HEH. HEH. HEH.	② = SIGH =
Action:	SAID LIKE HE HAS A CIGAR IN HIS MOUTH.	
Timing:		

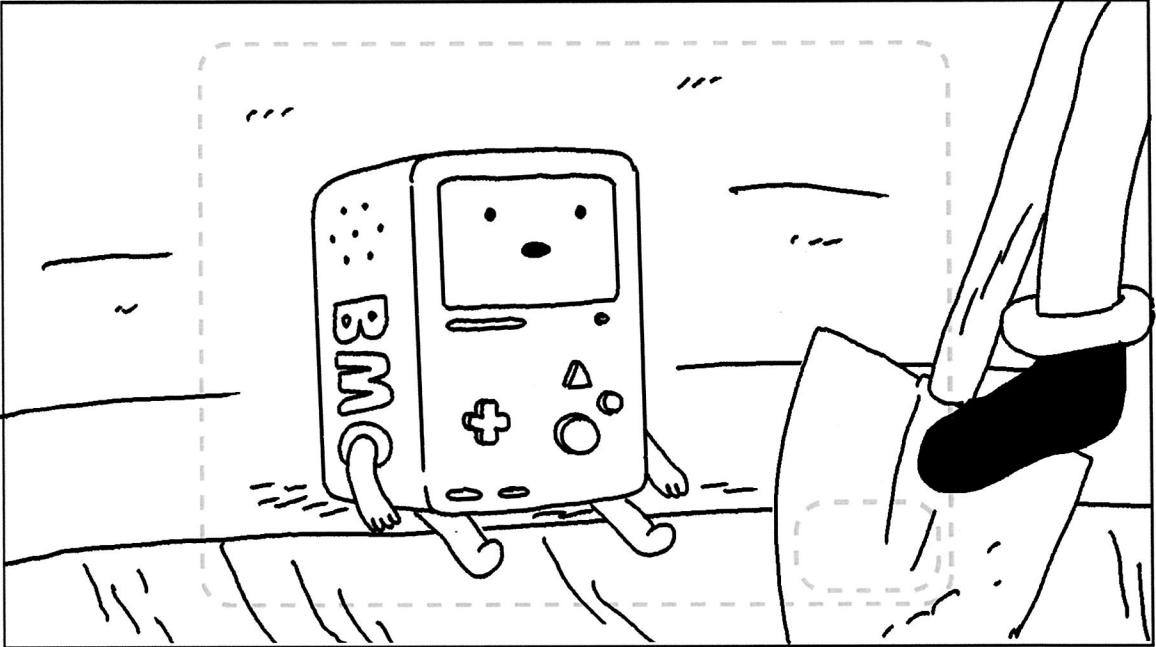
ADVENTURE TIME



Sc. 74 Pnl. B Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:	<p>(SFX) DIGGING</p> <p>(B) I USED TO WISH I WAS YOU, NOW I JUST WISH YOU'D DIG FASTER.</p>
Action:	<p>USE PREV. DIG POSES FROM EARLIER.</p>
Timing:	

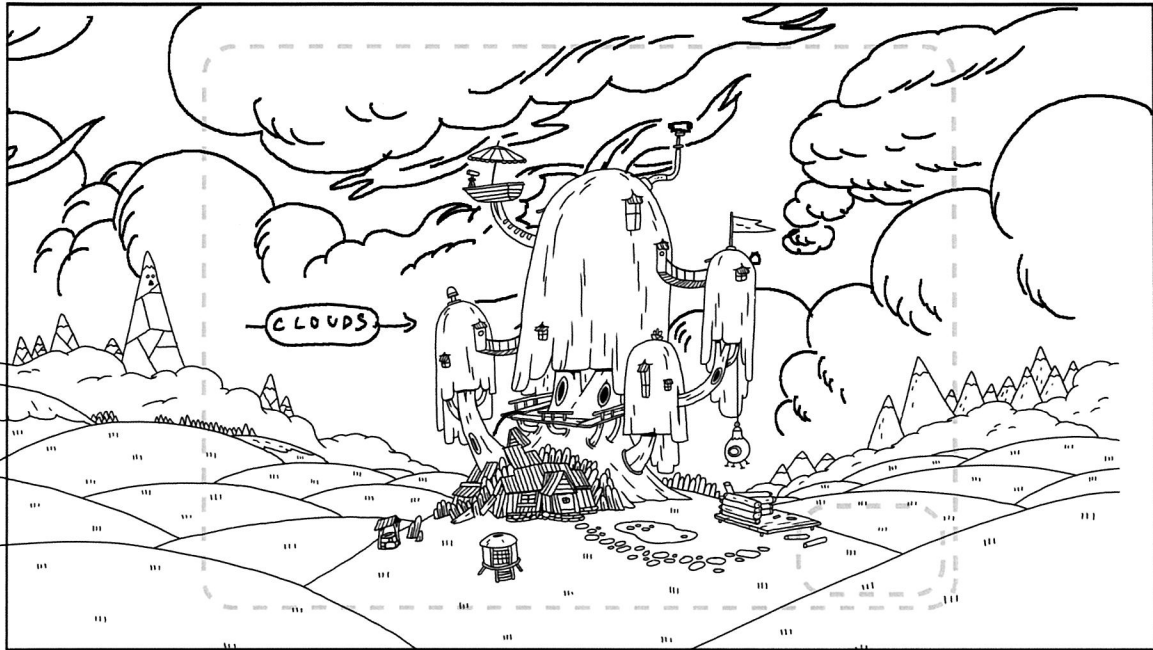
EPISODE # 1025-106  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

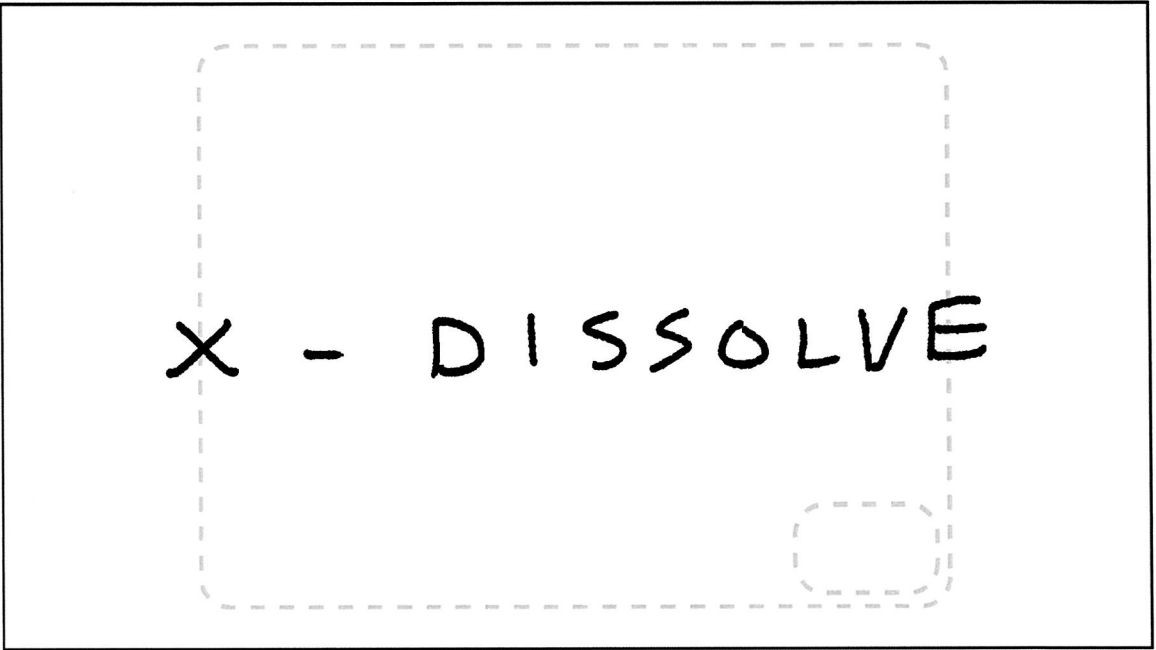
# ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. — Pnl. — Bg. day night



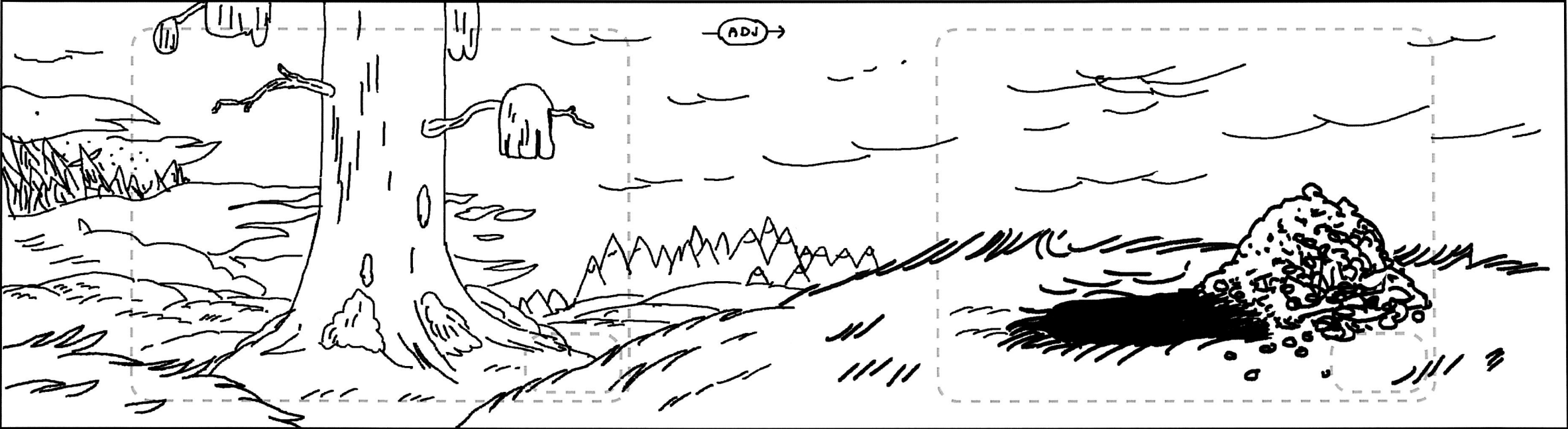
Dialog:
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 77      Pnl. A      Bg.      day night      Sc.      Pnl.      Bg.      day night



Dialog:

Action: - TREE SAME AS IN LEMONHOPE.  
- "ICE THINGDOM" IN BG.  
COLD MIST COMING OFF OF IT.

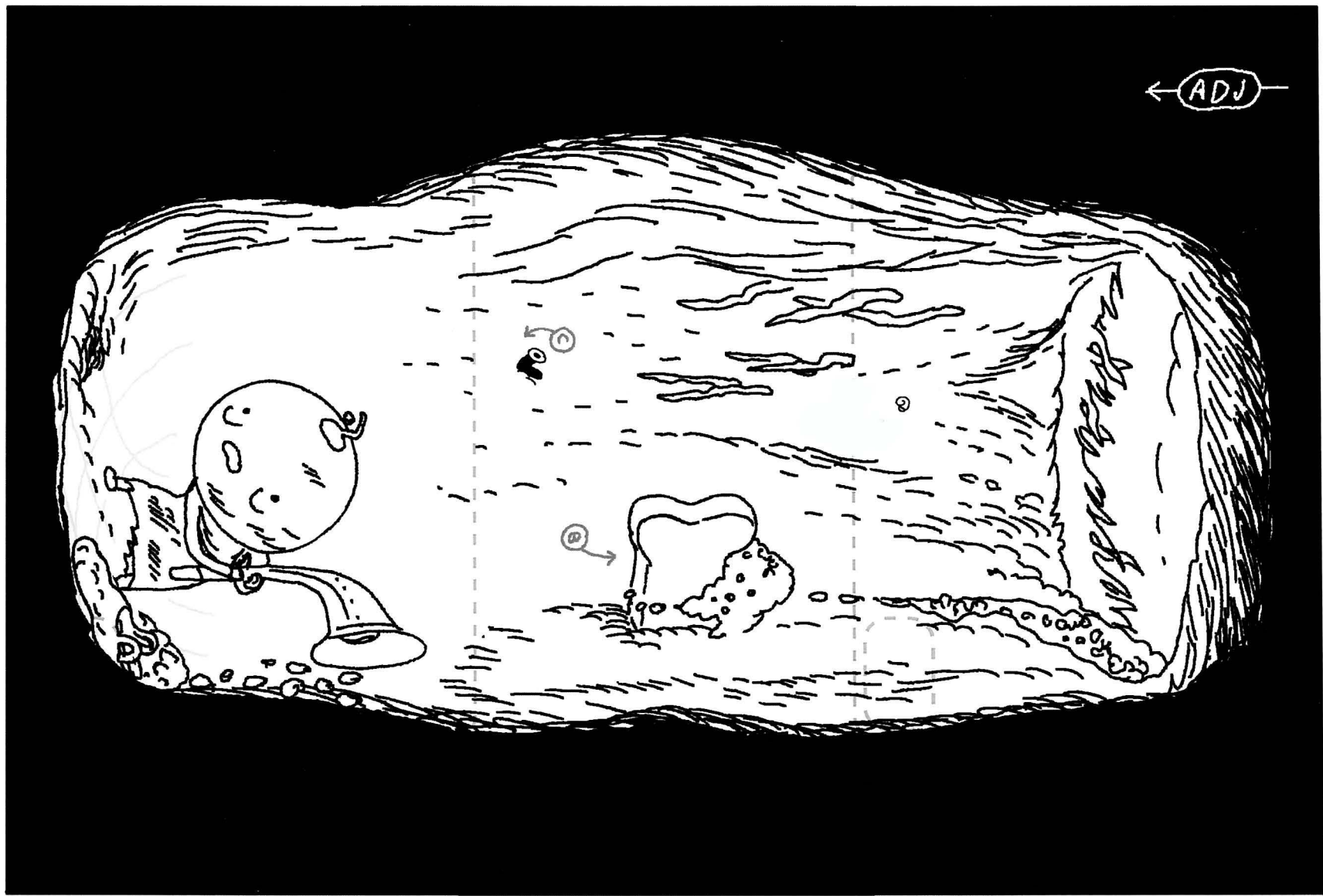
Timing:

EPISODE # 1025-195  
Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



SC. 78

PNL. A

Bd.

DAY  
NIGHT

(B) THE GOLD BONE FROM "THE OCARINA"  
(C) ONE OF FINN'S BOOTS.

Production : EPISODE # 1025-195

# ADVENTURE TIME



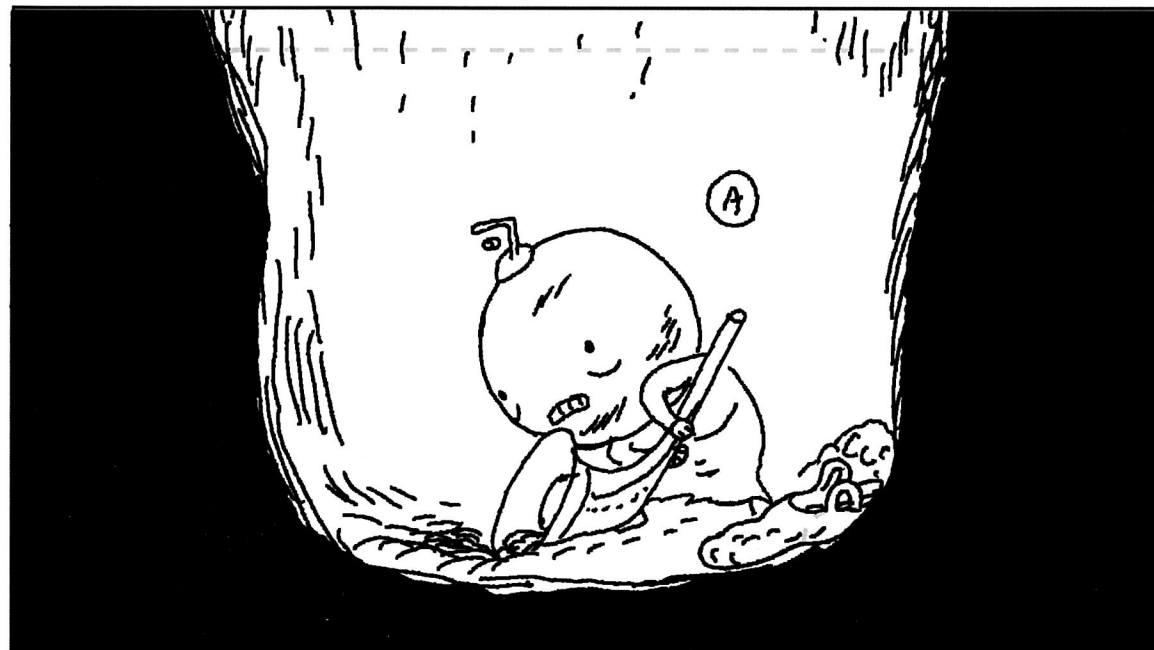
Page 106

Sc. 78

Pnl. 3

Bg.

day night

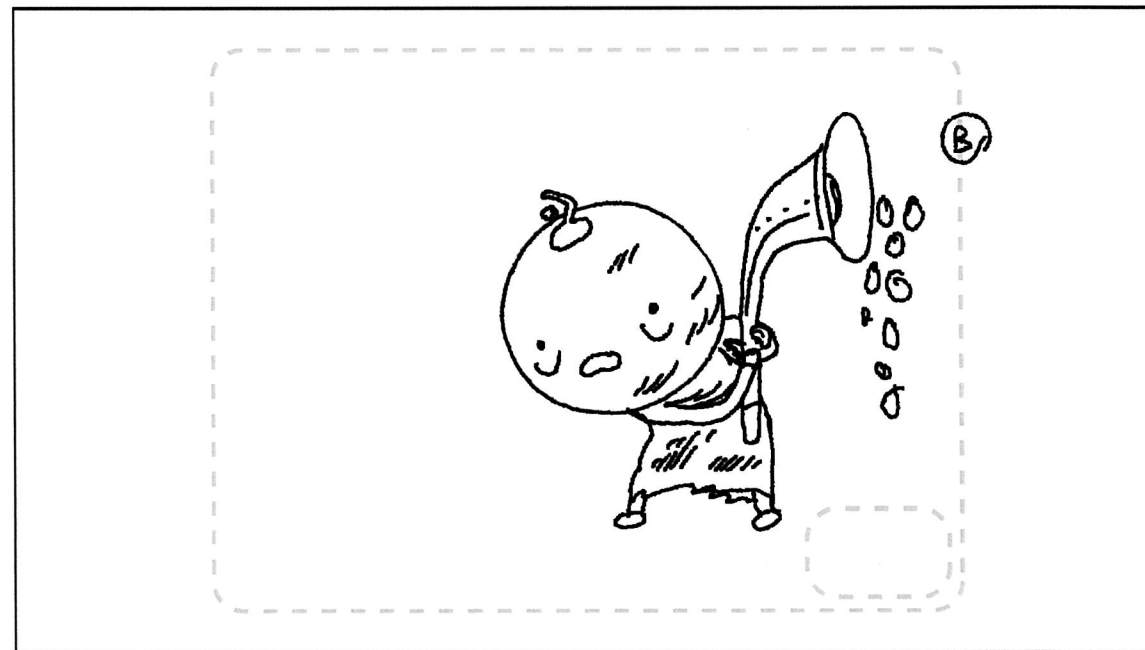


Sc. 78

Pnl. 3

Bg.

day night



Dialog:

© NN!

NN!

NEUGH!

Action:

DIG  
POSES

A B A B

Timing:

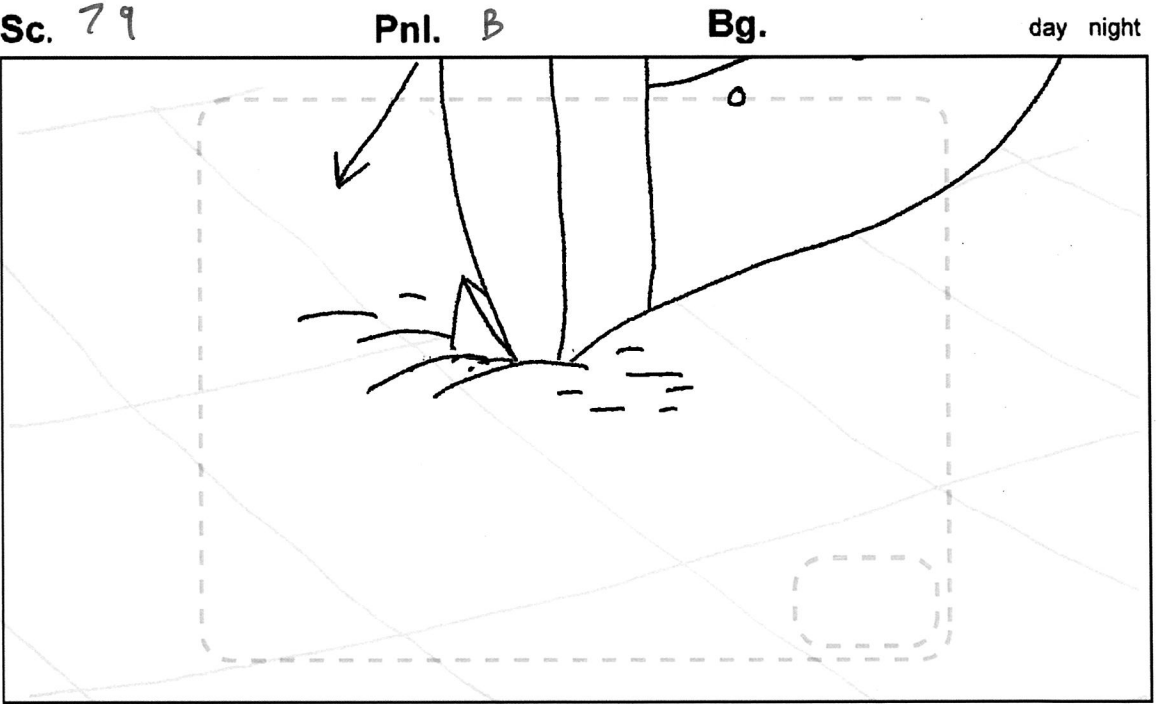
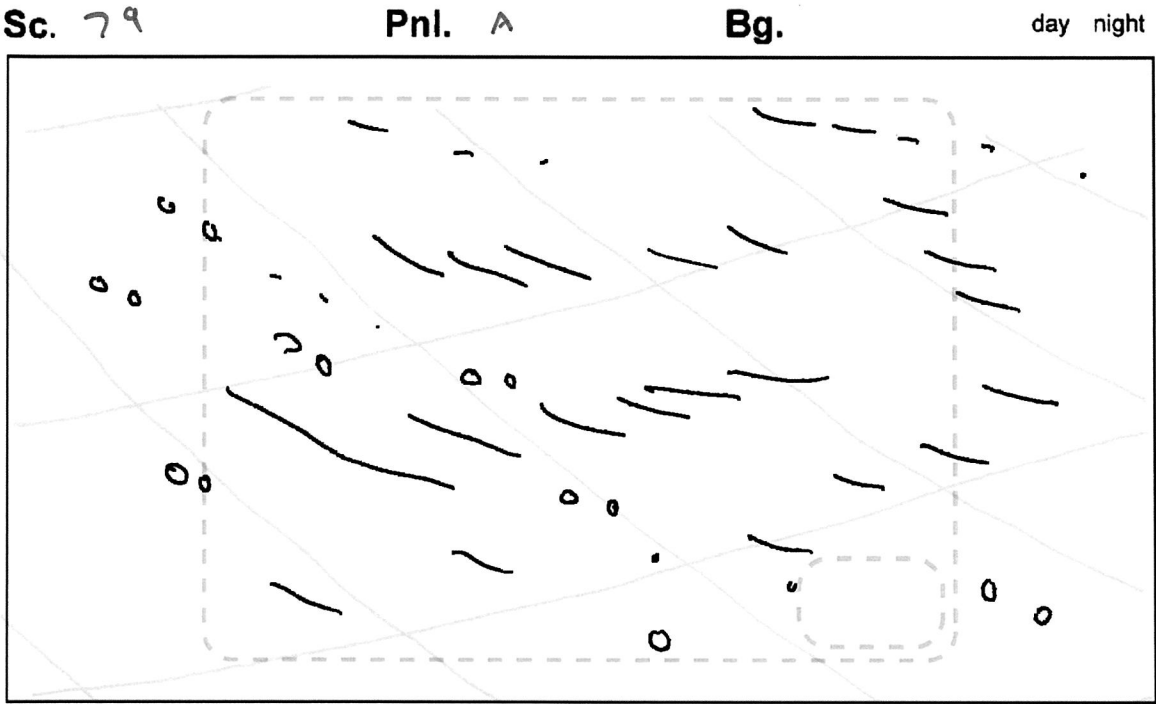
HE'S USING THE  
VICTROLA BELL FROM  
THE TREE HOUSE.

1025-195

EPISODE #

Production :

# ADVENTURE TIME



Dialog:
(SFX) / CLING
Action:
Timing:

Production : 1025-105 EPISODE #

# ADVENTURE TIME



Sc. 79 Pnl. 1 Bg. day night

Sc. 79 Pnl. 2 Bg. day night

Dialog:	© WHAT'S THIS, FRIENDS?
Action:	
Timing:	

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 79

Pnl. E

Bg.

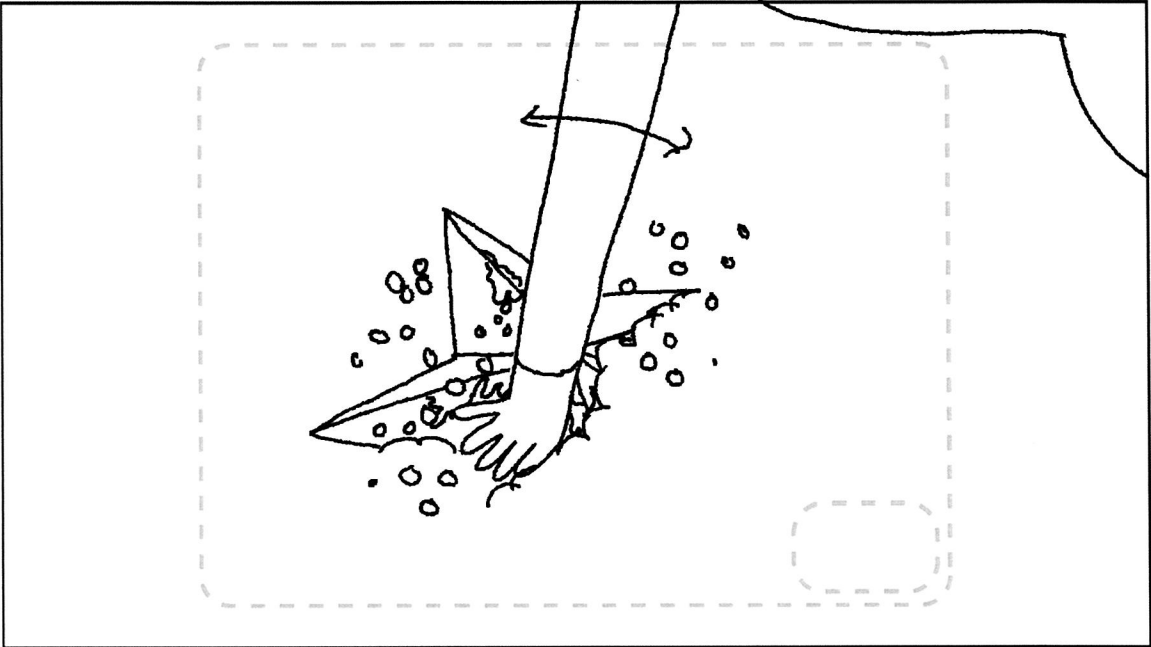
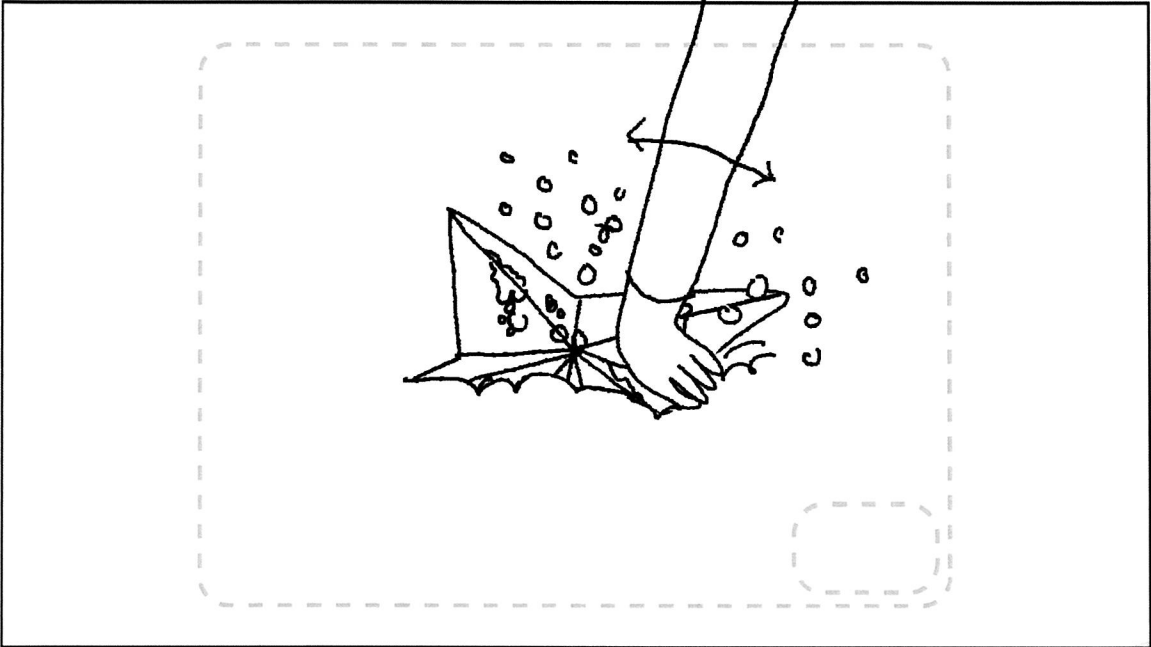
day night

Sc. 79

Pnl. F

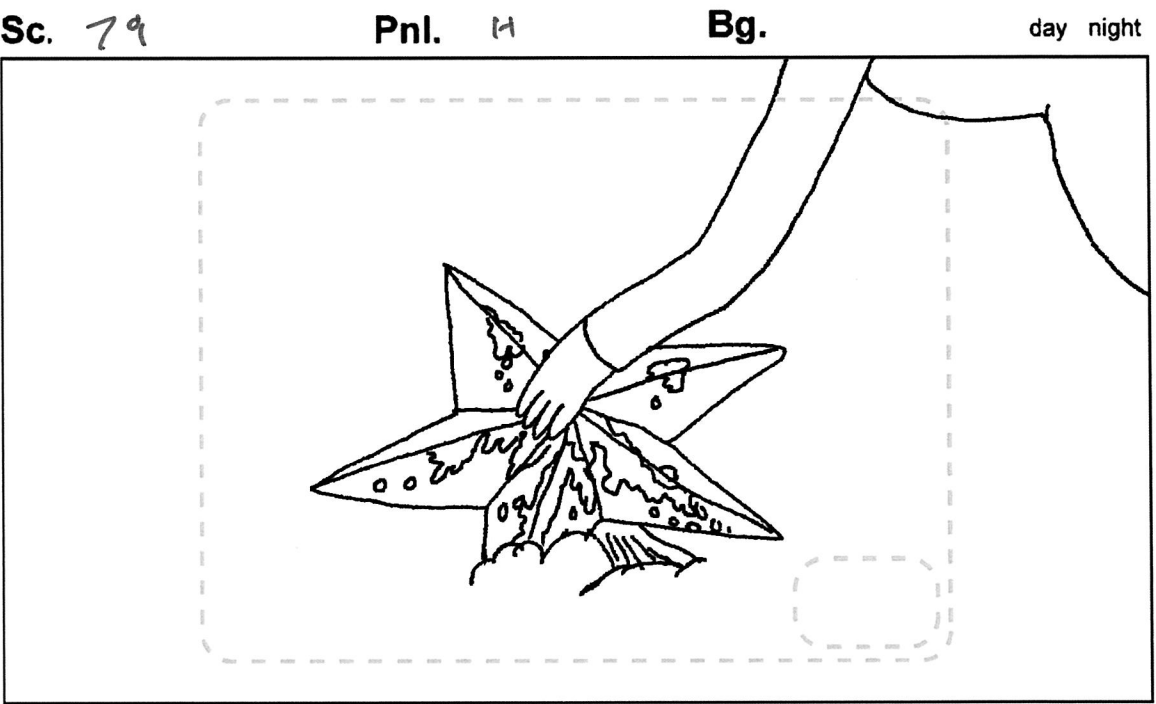
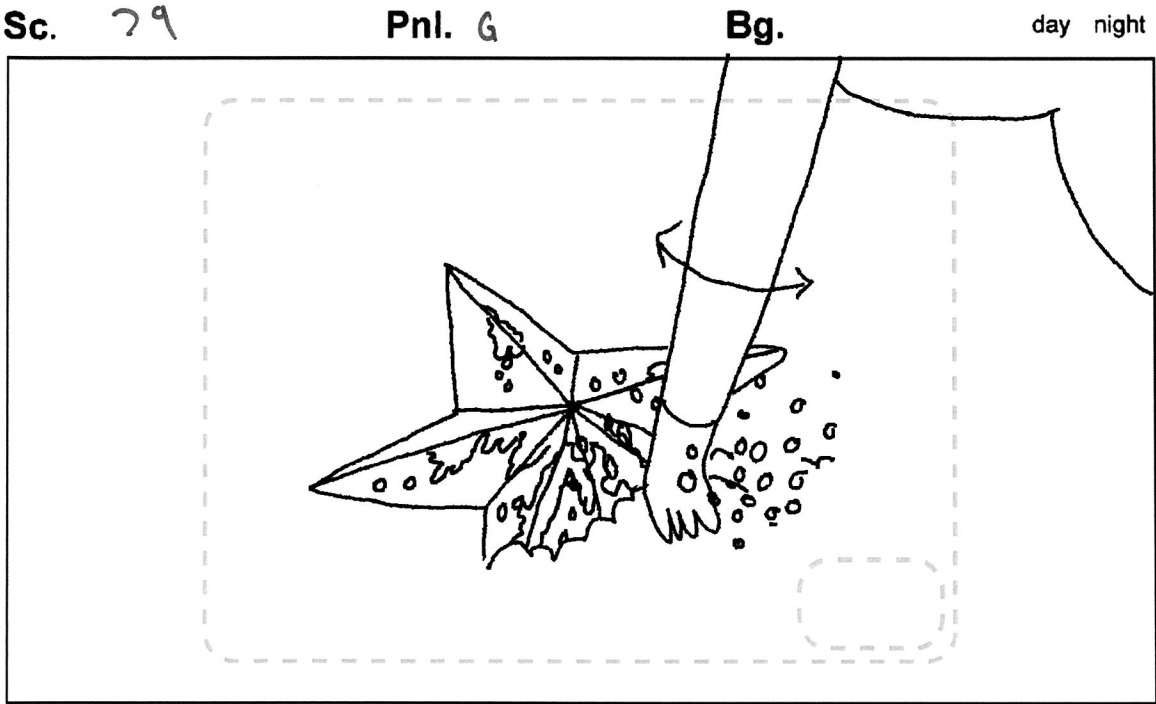
Bg.

day night



Dialog:
Action:
Timing:

# ADVENTURE TIME



Dialog:
Action:
Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

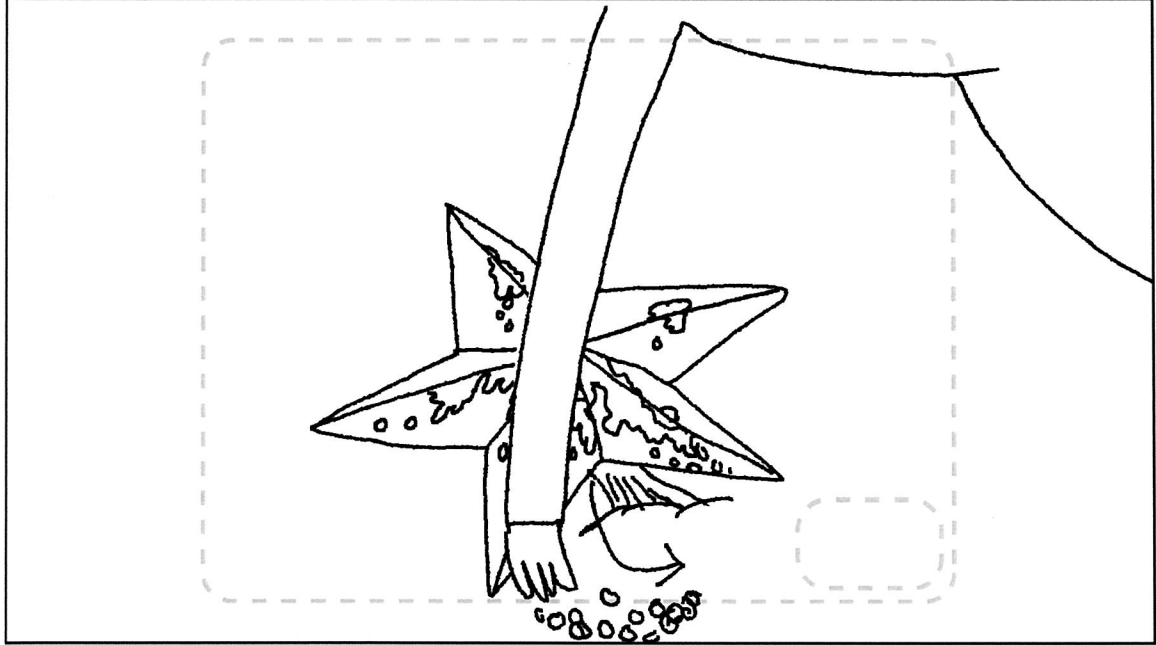


Sc. 79

Pnl. 1

Bg.

day night

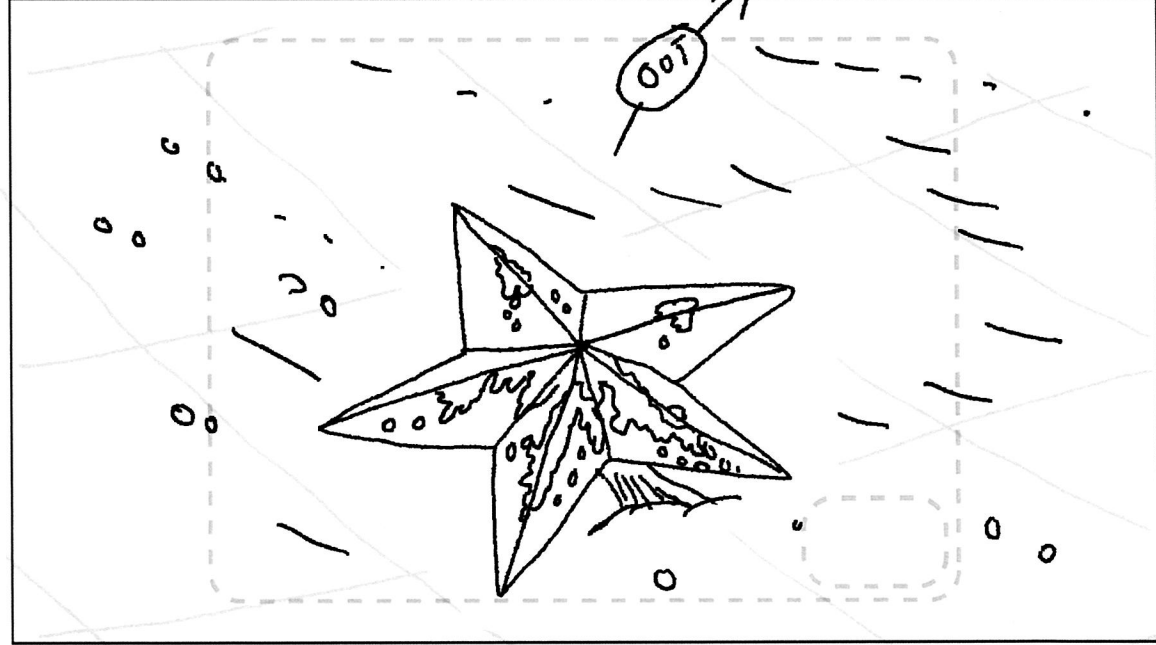


Sc. 79

Pnl. 1

Bg.

day night



Dialog:
Action: SWEEPS THE LAST BIT. BURNISHED & OLD.
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME

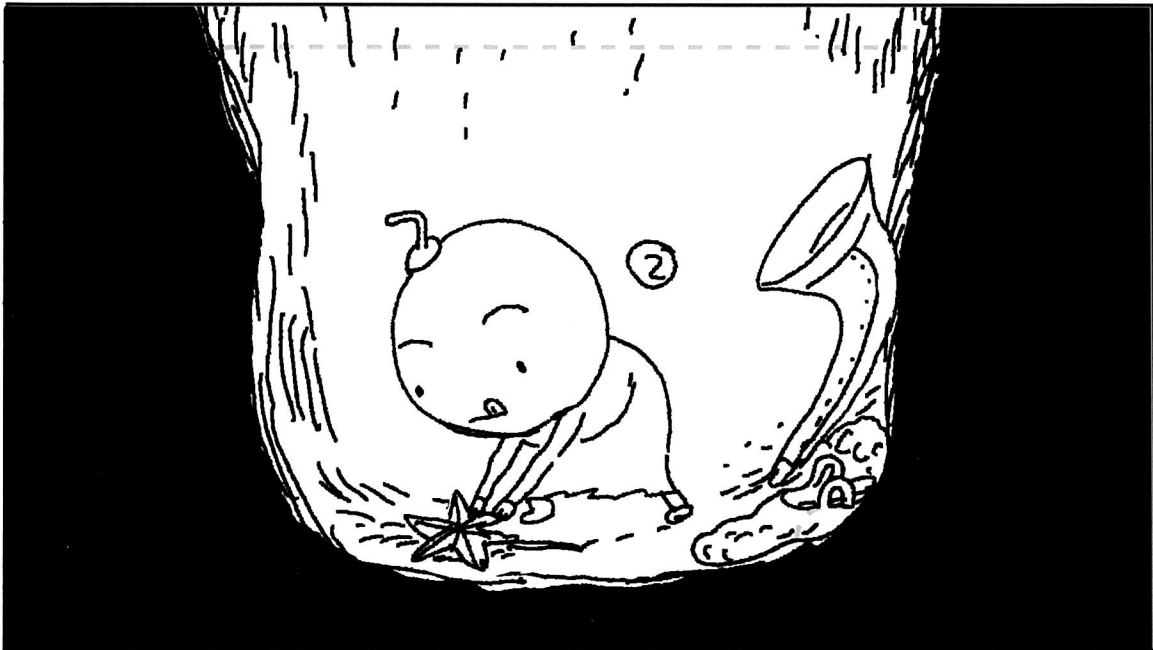


Sc. 80

Pnl. A

Bg.

day night

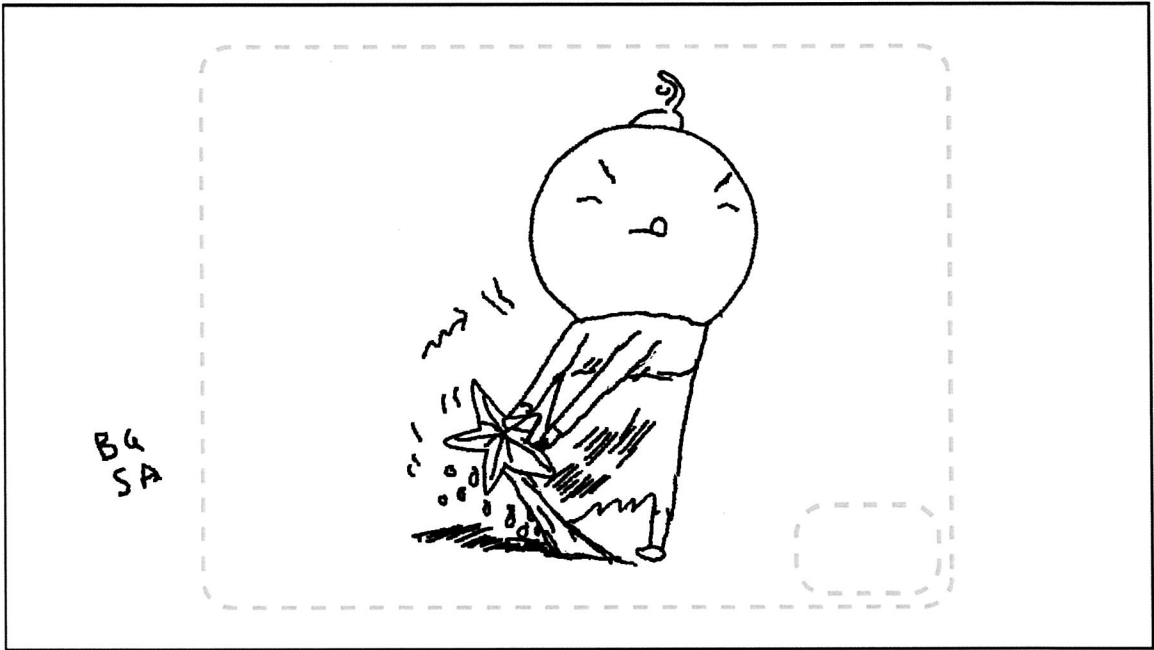


Sc. 80

Pnl. B

Bg.

day night



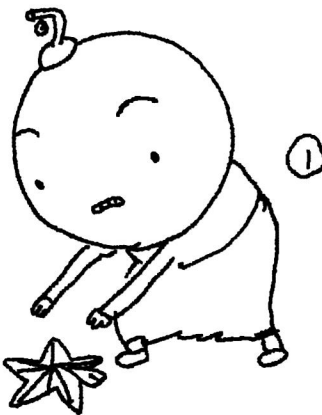
Dialog:

© NEUGH.

Action:

STAGGERD MOVEMENT.

Timing:



EPISODE # 1025-195.  
Production :



# ADVENTURE TIME



Sc. 80

Pnl. c

Bg.

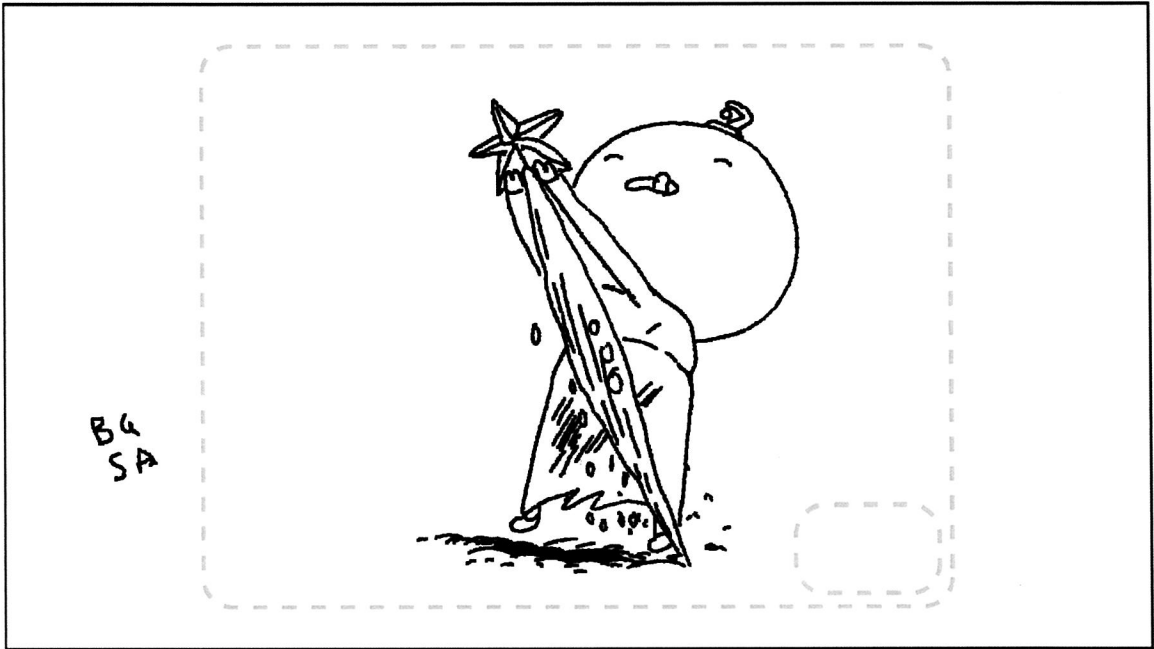
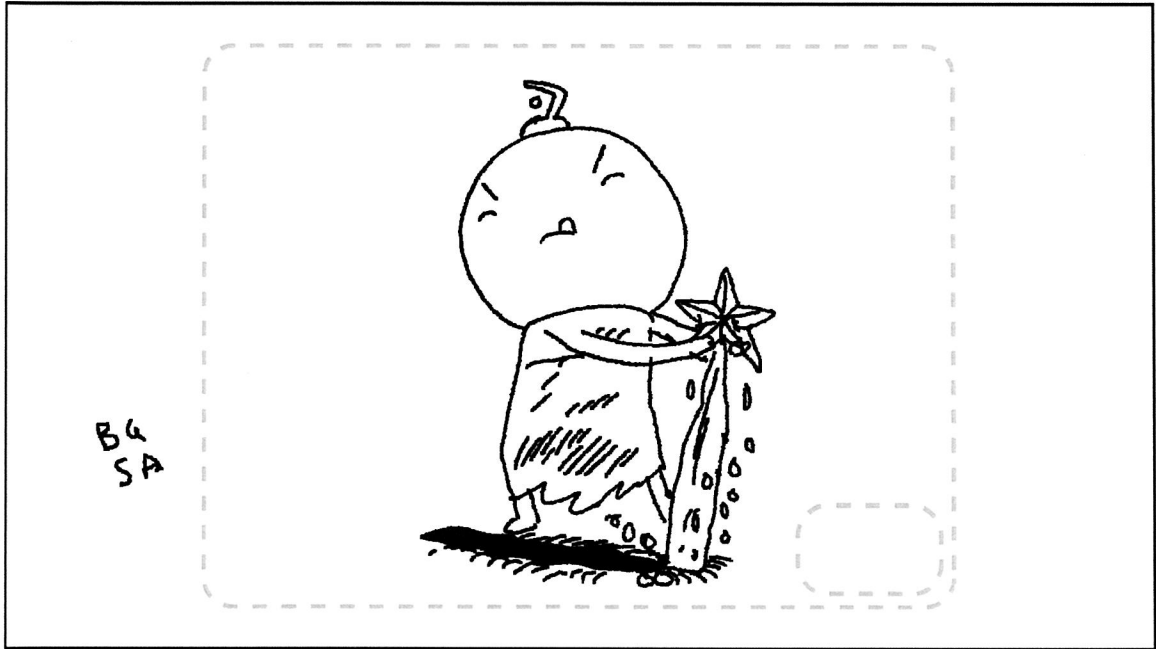
day night

Sc. 80

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

1025-195

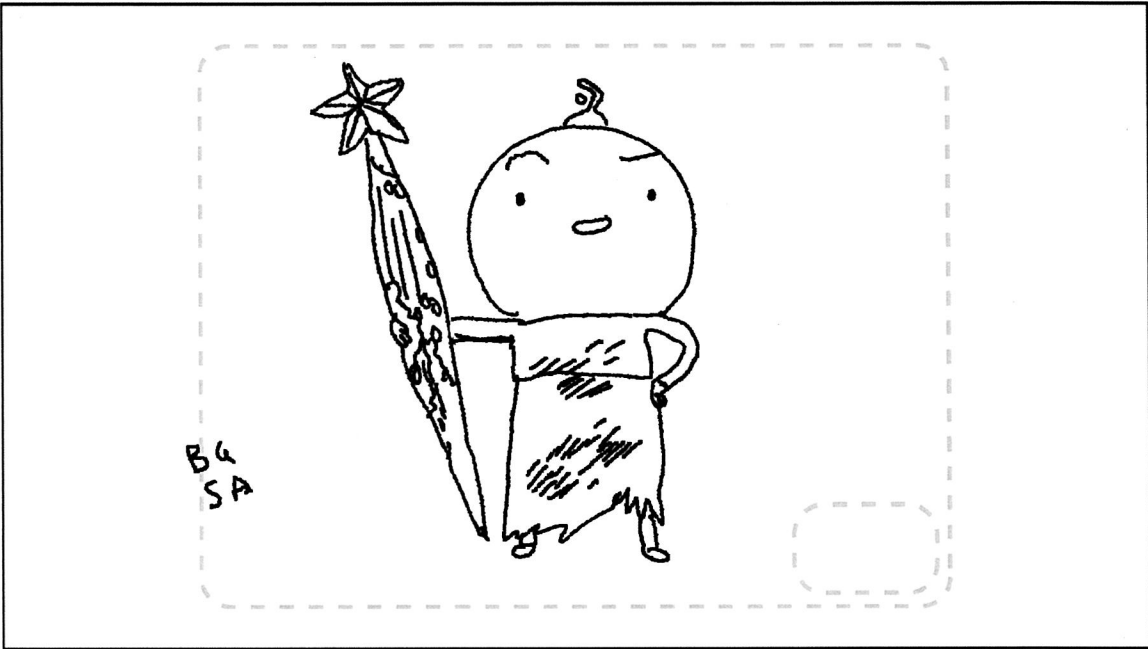
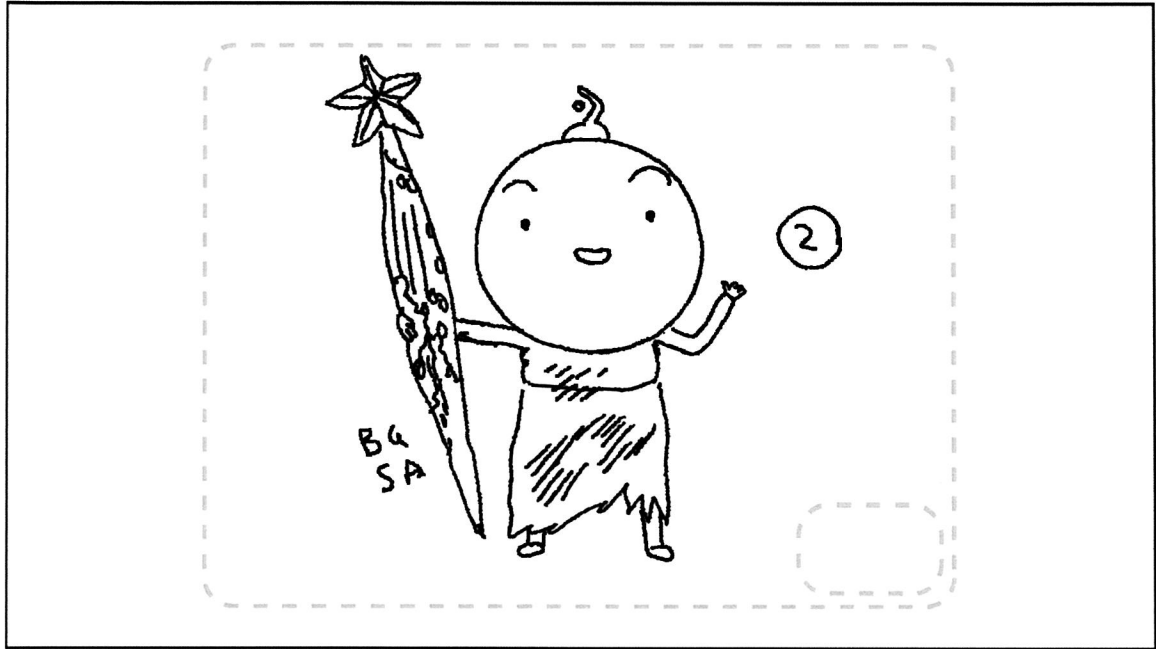
EPISODE #

Production :

ADVENTURE TIME



Sc. 80 Pnl. E Bg. day night Sc. 80 Pnl. F Bg. day night



Dialog:

② COULD IT BE THE AFORMABLED "THOUGHT CANNON"?

Action:

Timing:

①

① "BOBBLE BOBBLE" AS THE DEAD MIGHT SAY.

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 80	Pnl. 6	Bg.	day night	Sc. 80	Pnl. 11	Bg.	day night

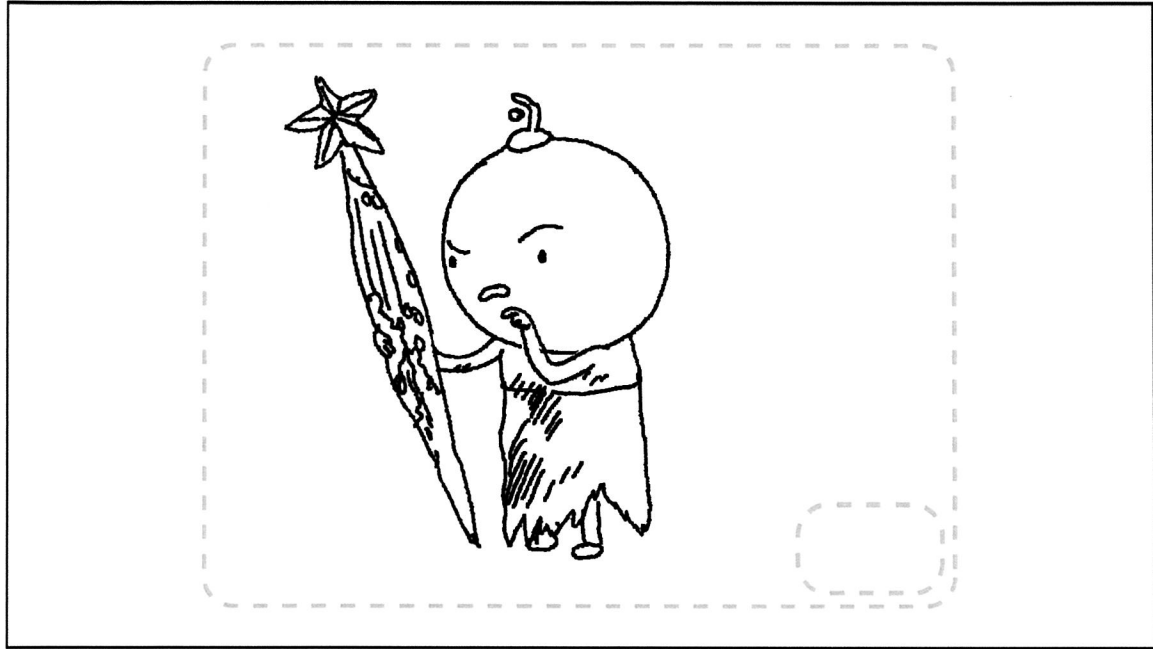
Dialog:	©/ <u>THAT'S</u> . . .	©/ THE POWER OF <u>GRAYBLES</u> .
Action:	POINTS HARD.	
Timing:		

EPISODE # 1025-195  
Production :

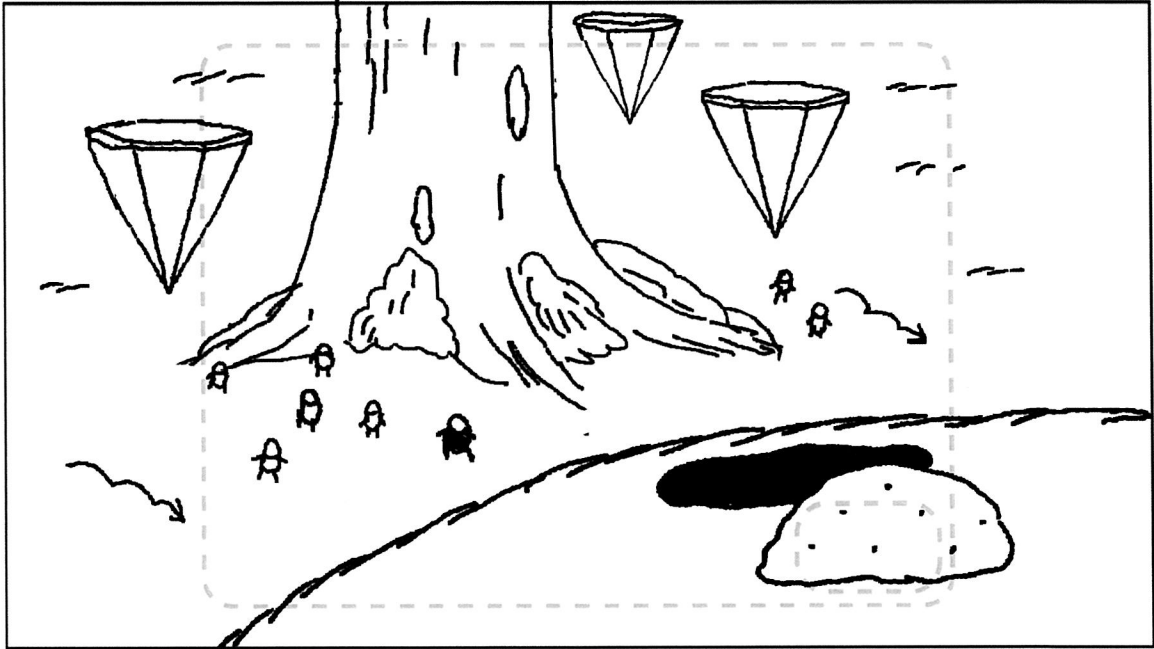
ADVENTURE TIME



Sc. 80 Pnl. I Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

© NOW HOW DOES THIS WORK.

(CONT) ©

© I'M MORE OF AN "INFORMATION CLASS" KIND OF CUBER.

Action:

SOLDIERS ON THE MOVE.

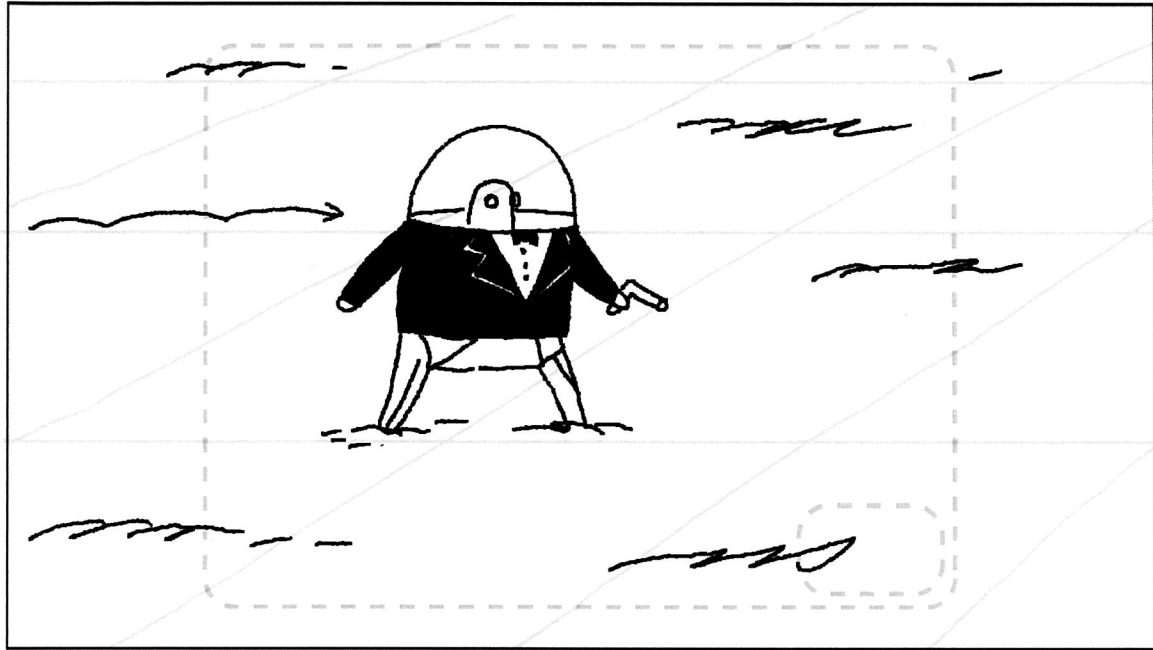
Timing:

EPISODE # 1025-106 Production :

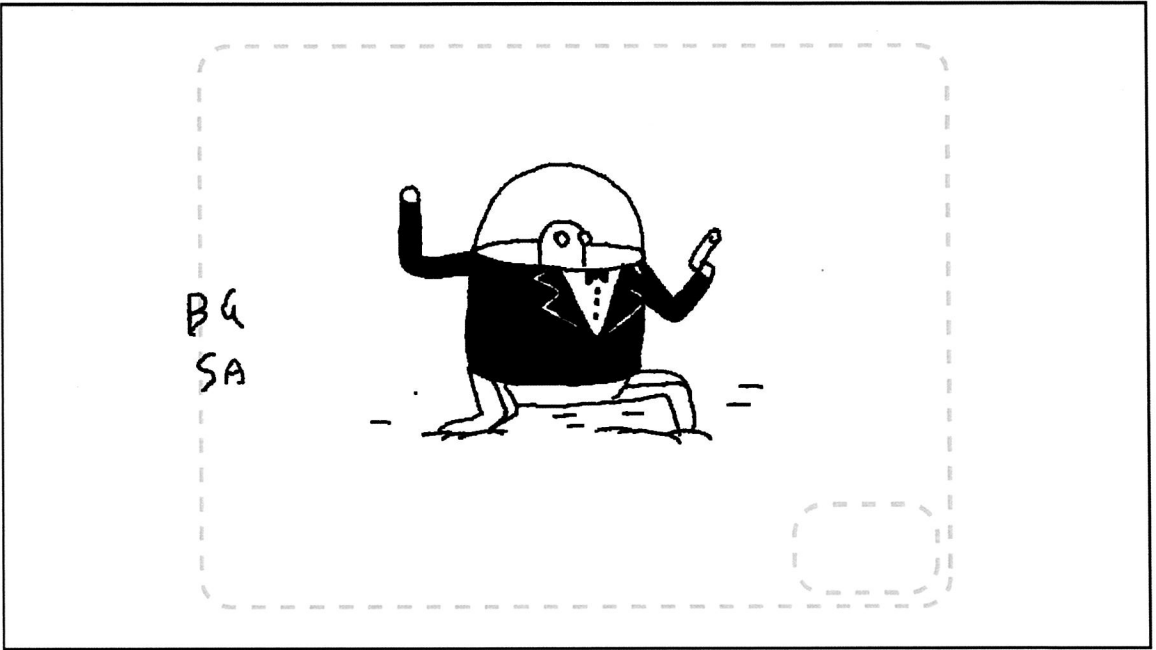
# ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night



Sc. 82 Pnl. B Bg. day night



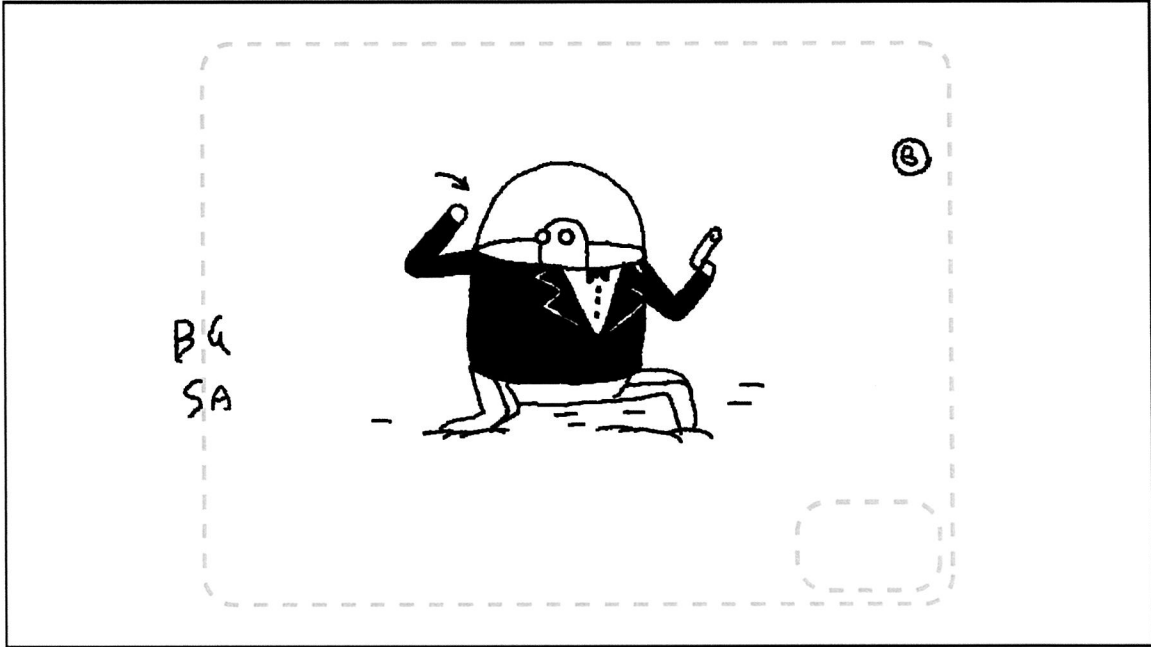
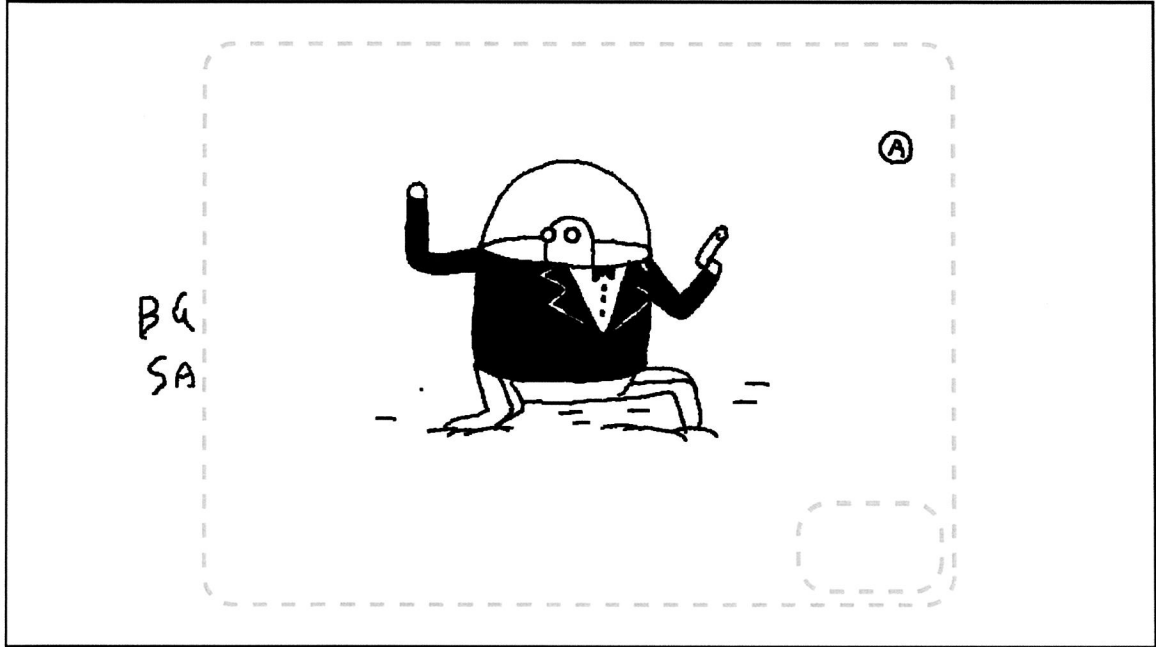
Dialog:
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 82 Pnl. C Bg. day night Sc. 84 Pnl. D Bg. day night



Dialog:
Action:
Timing:

AB AB

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 82

Pnl. E

Bg.

day night

BG  
SA

Sc. 82

Pnl. F

Bg.

day night

Dialog:

(SFX) (GROWING TO THE END OF THIS SCENE, A "BOMB WHISTLE". YOU KNOW WHAT I MEAN!)

Action:

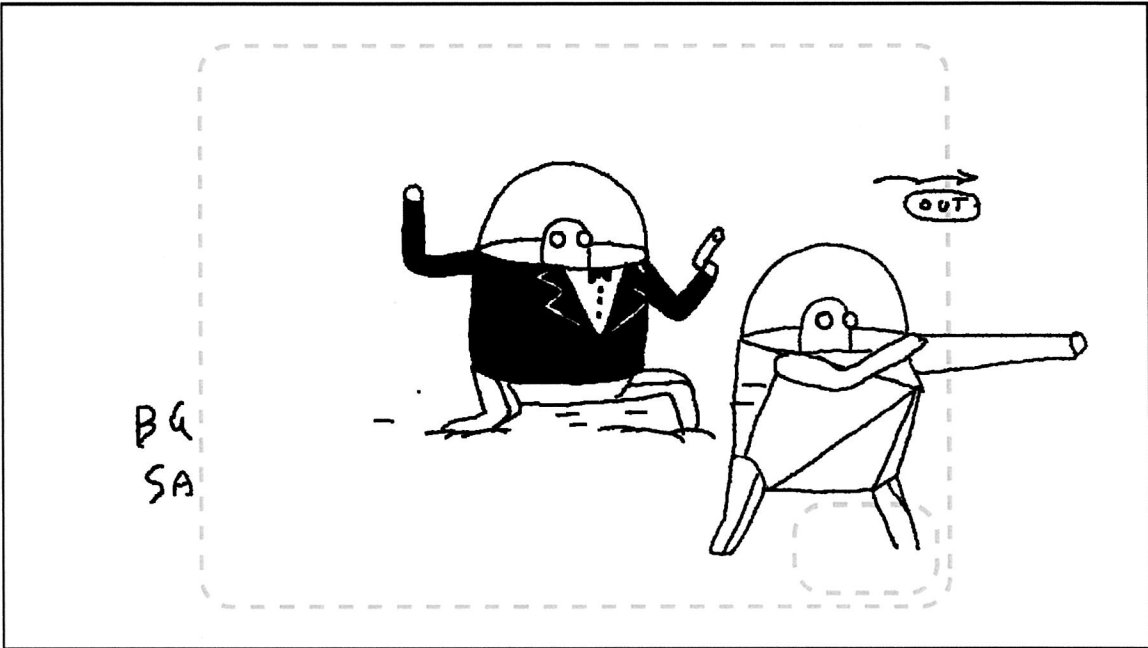
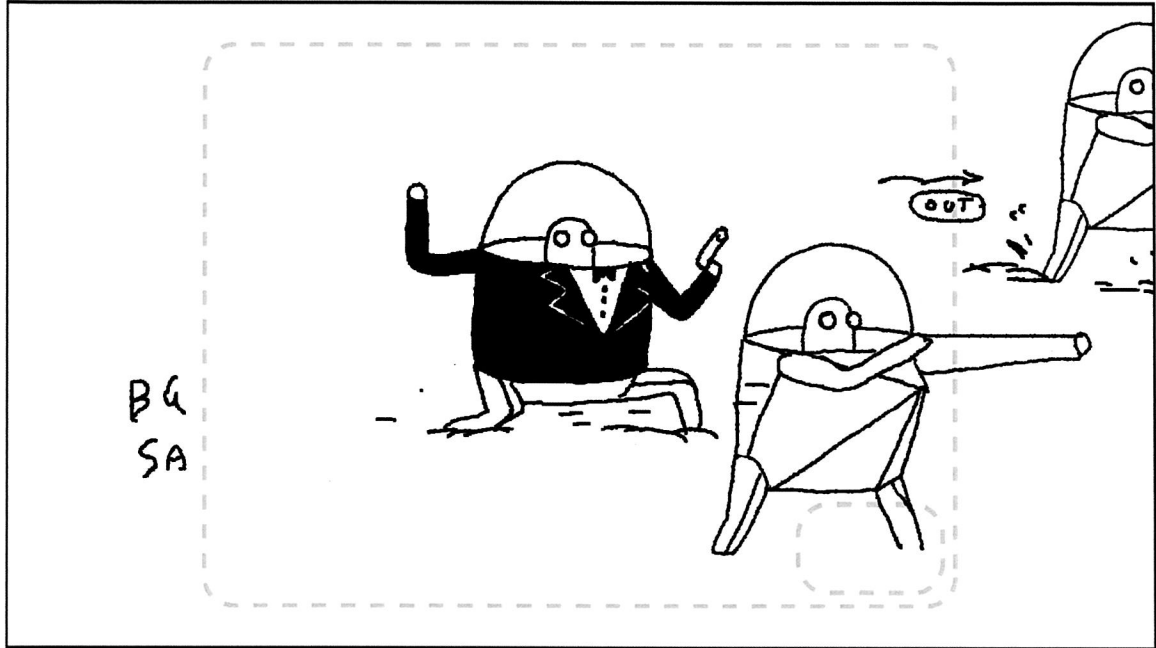
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 82                      Pnl. G                      Bg.                      day night                      Sc. 82                      Pnl. 11                      Bg.                      day night



Dialog:
<p>GROOM &lt; WAIT! &gt;</p>
Action:
Timing:

EPISODE # 1025-195  
Production :



ADVENTURE TIME

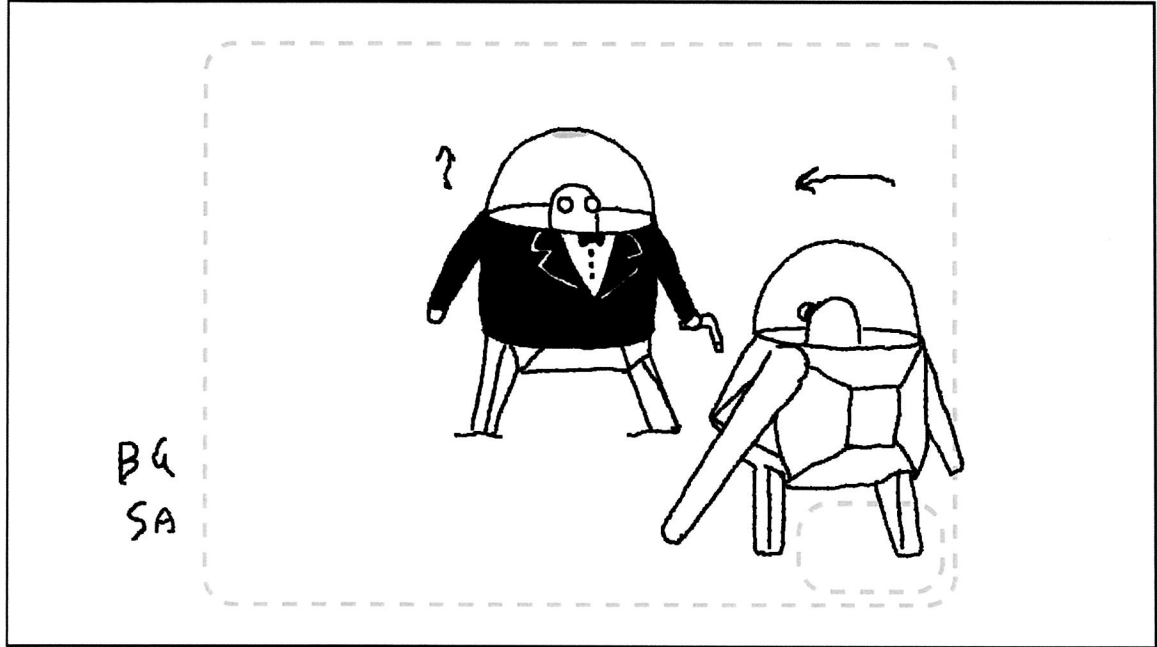


Sc. 82

Pnl. J

Bg.

day night

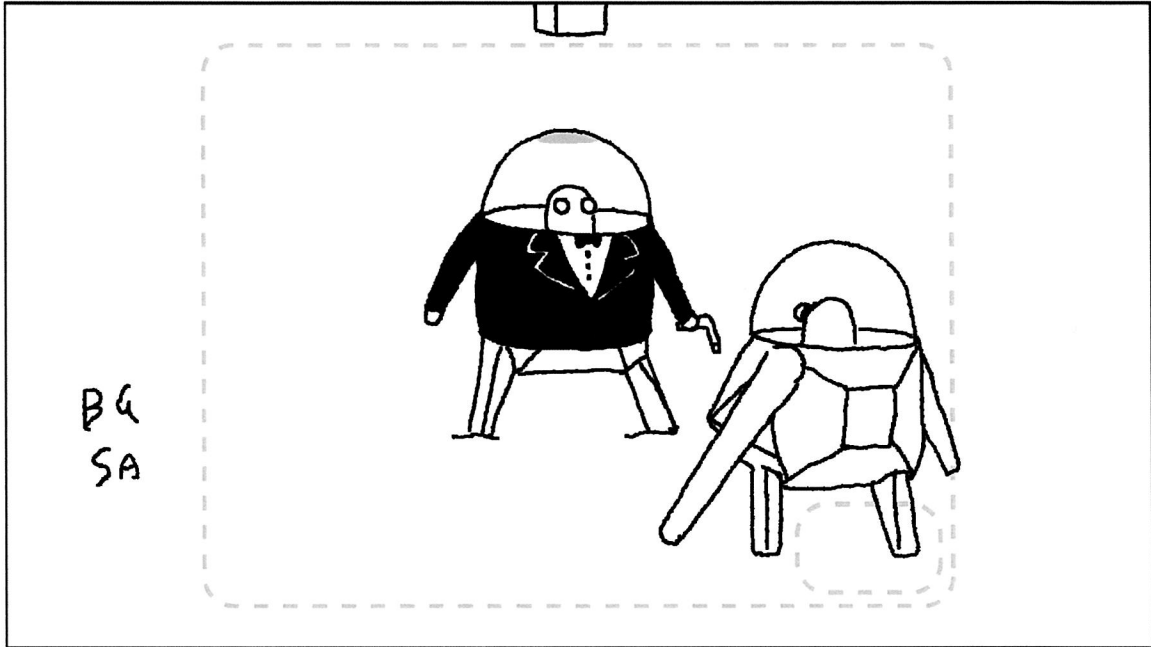


Sc. 82

Pnl. J

Bg.

day night



Dialog:

Q < DID YOU SAY > "I'M A CLIFF DIVER" ?  
< OR ALL NOT IN ENGLISH >

Action:

SHADOW GROWS ON TOP OF  
ROOM'S HEAD - DOME.

CUT JUST AS A TURQUOISE BOX ENTERS  
FRAME. LIKE, ONE FRAME EVEN.

Timing:

1025-195

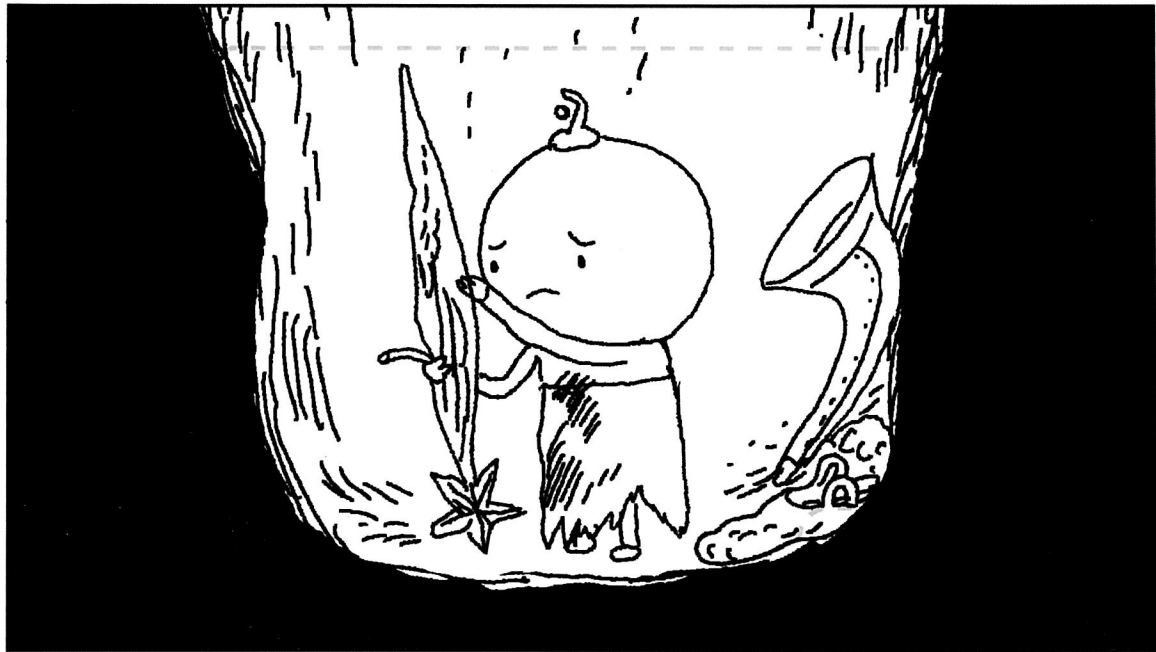
EPISODE #

Production :

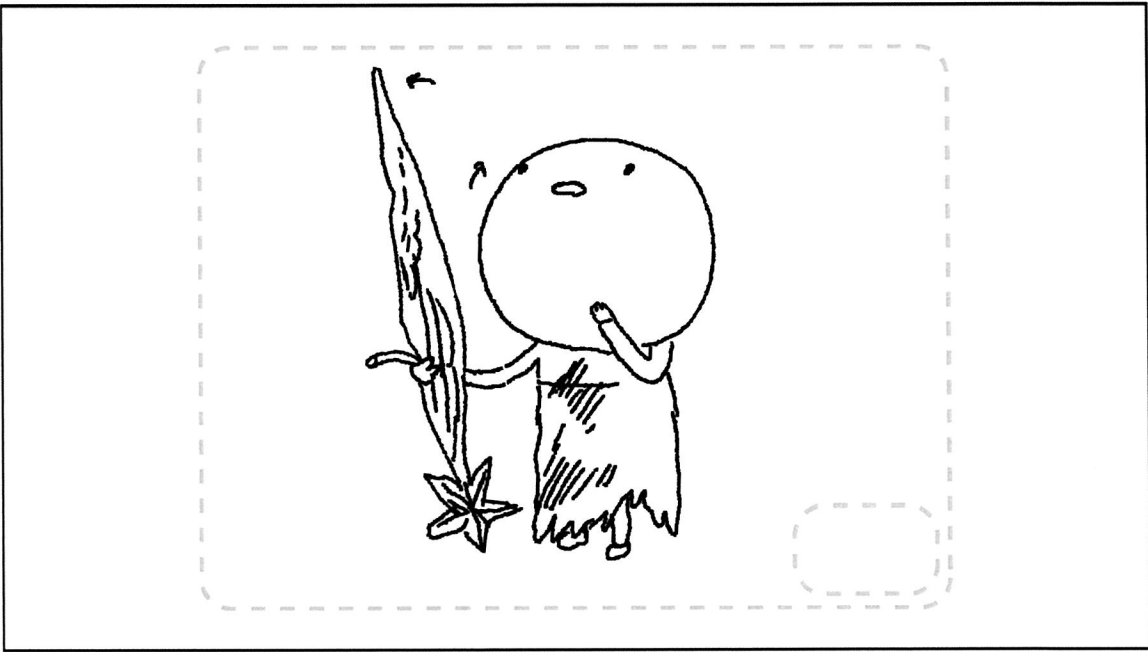
ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night



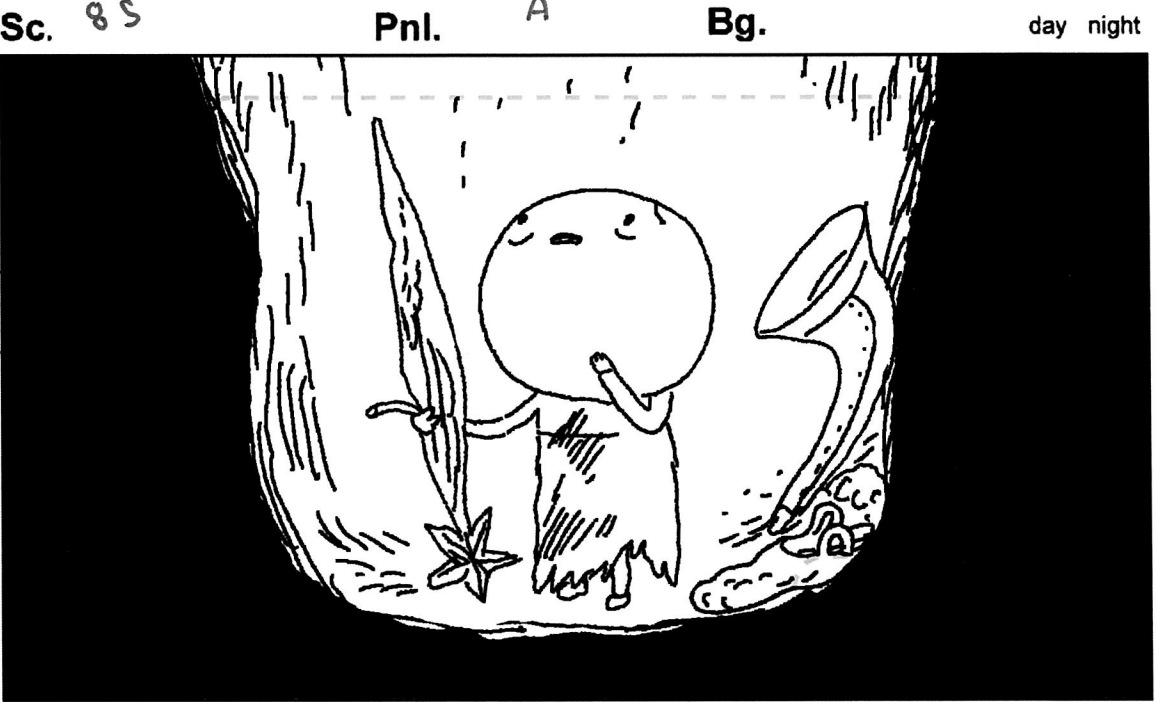
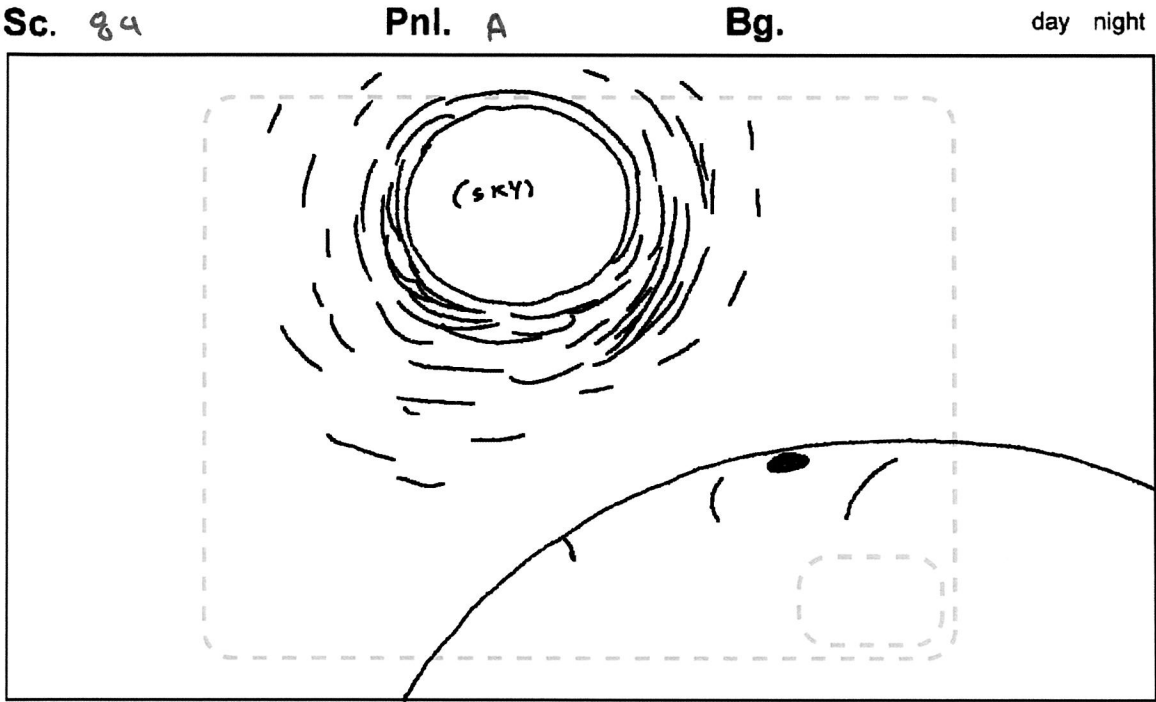
Sc. 83 Pnl. B Bg. day night



Dialog:	(SPX) OF SMASH = (C) HH!
Action:	
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Dialog:	Q (os.) < CUSSING >
Action:	SP
Timing:	

Production : EPISODE # 1025-195

ADVENTURE TIME



Sc. 85

Pnl. B

Bg.

day night

Sc. 85

Pnl. C

Bg.

day night

Dialog:

© U H H H H H . . . .

Action:

HOLDING UP HIS DRESS.

A B A B

Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 85

Pnl. 0

Bg.

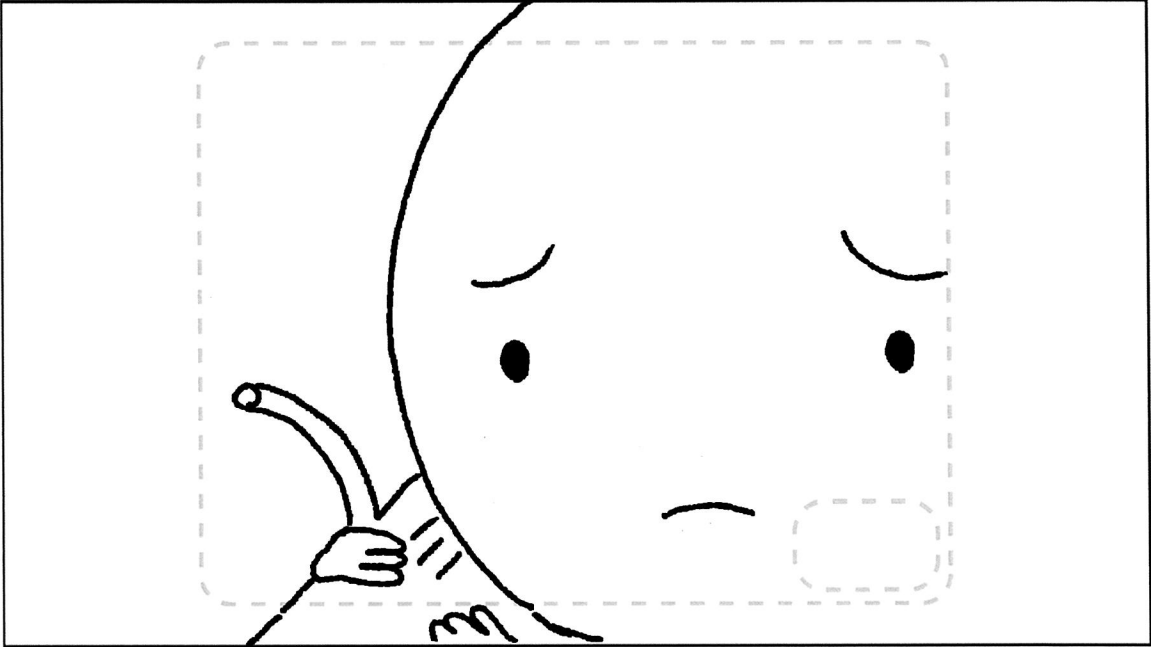
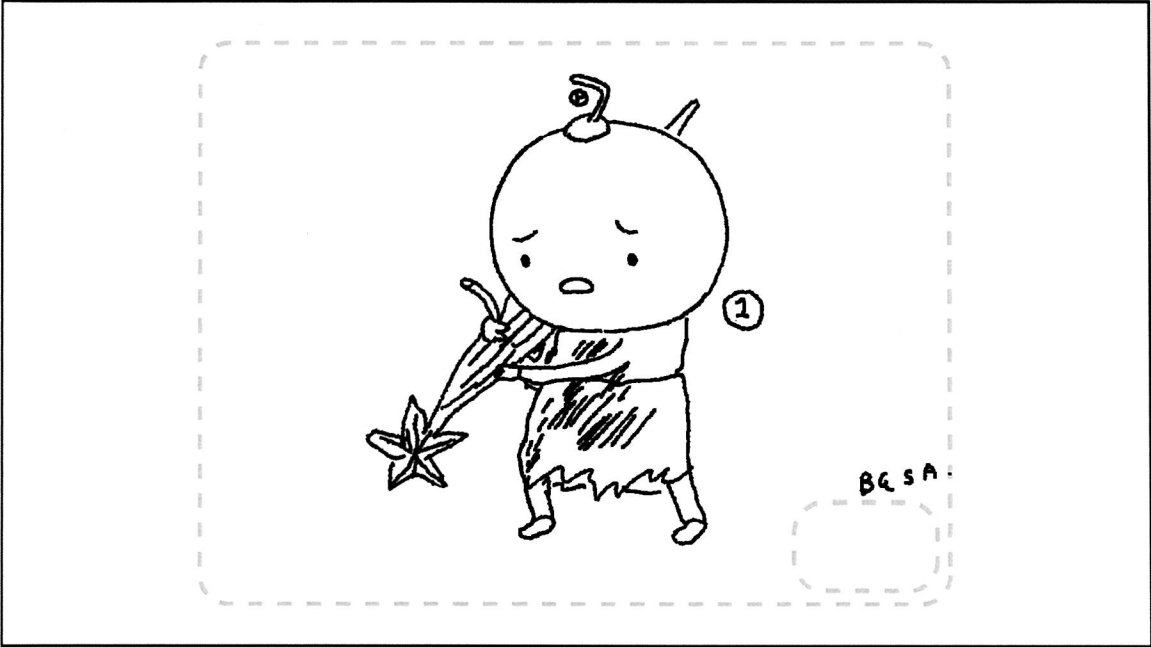
day night

Sc. 86

Pnl. A

Bg.

day night



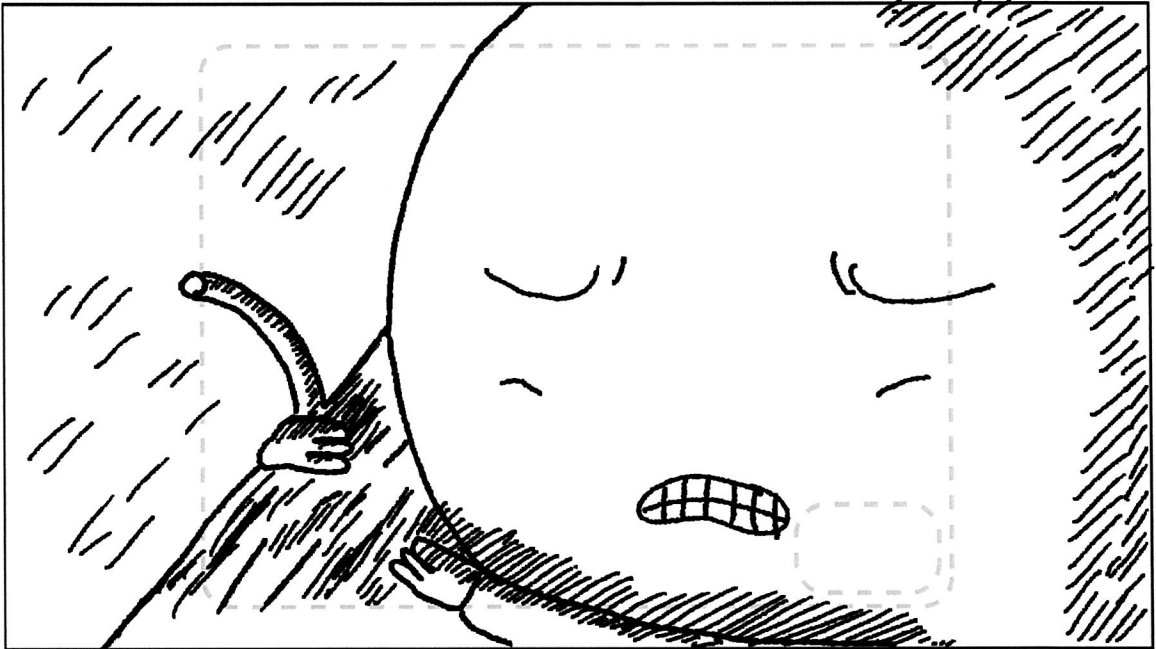
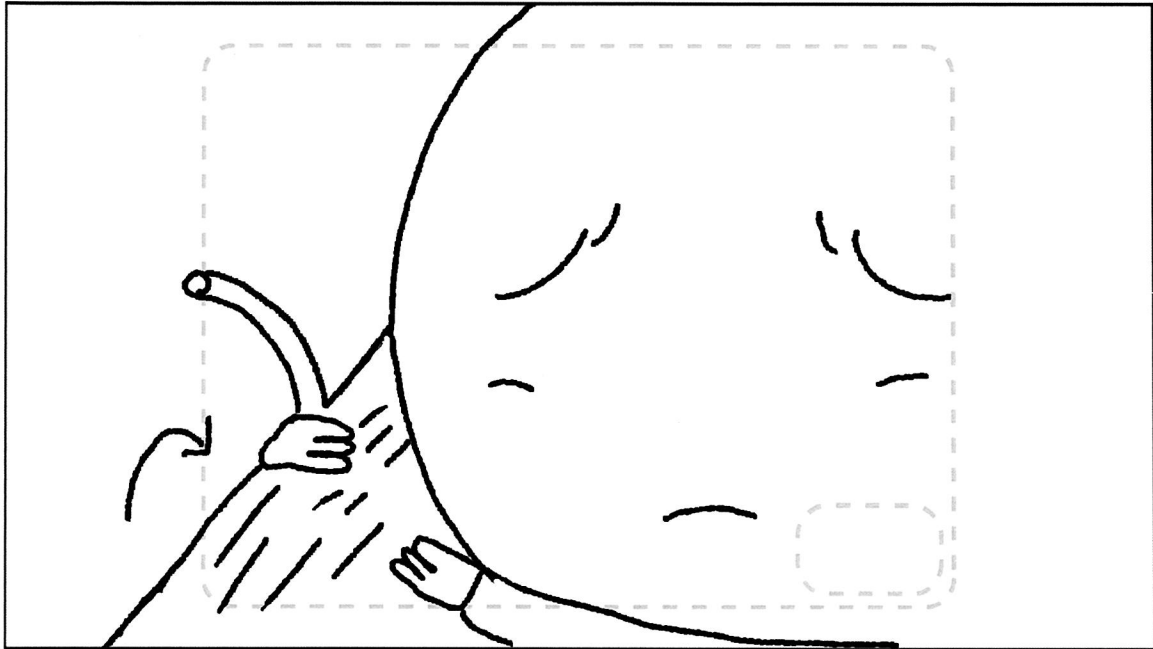
Dialog:	Q I GUESS HERE GOES BABLE.	
Action:		
Timing:		



ADVENTURE TIME



Sc. 86 Pnl. B Bg. day night Sc. 86 Pnl. C Bg. day night



Dialog: (SFX) REEEEEEVVVV

Action:

Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



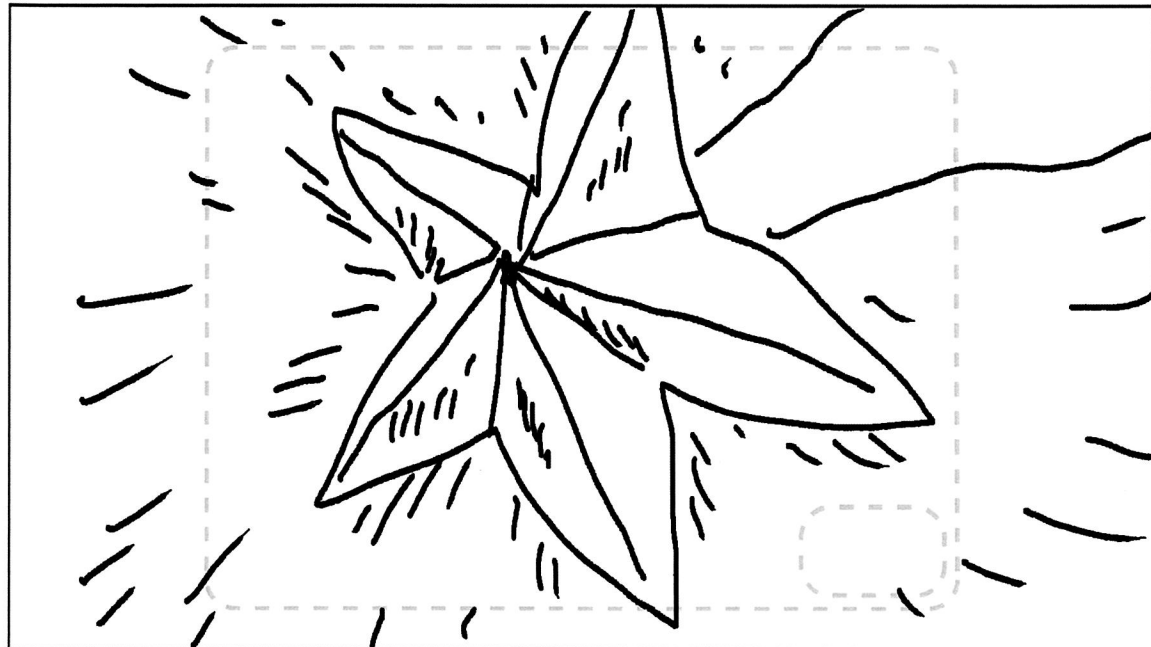
Page 127

Sc. 87

Pnl. A

Bg.

day night

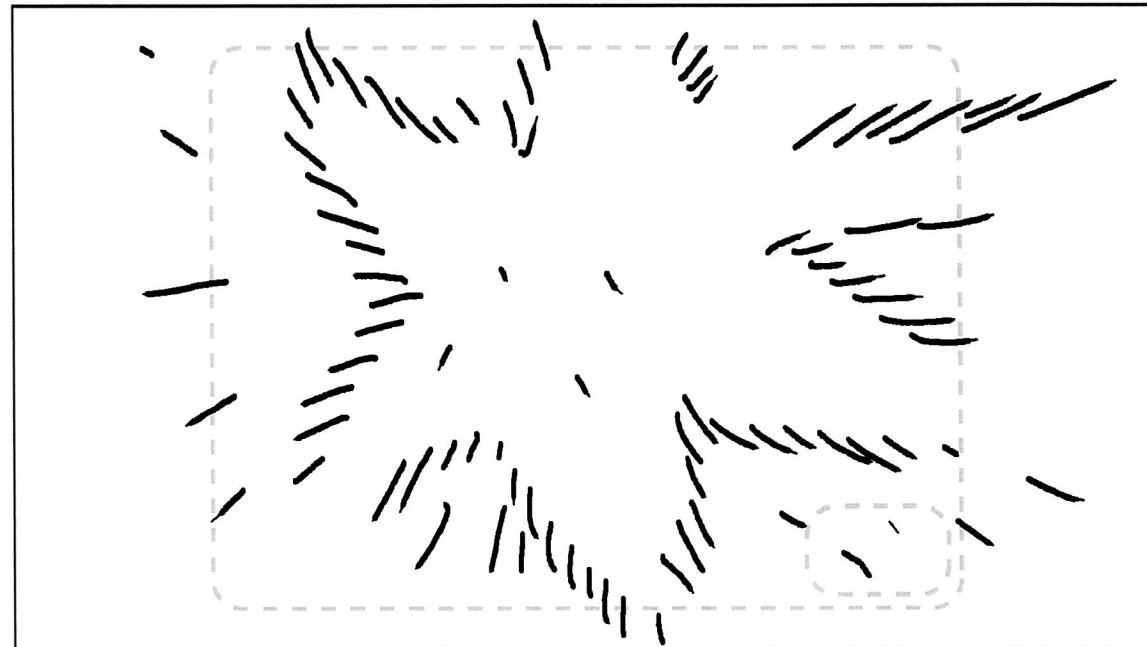


Sc. 87

Pnl. B

Bg.

day night



Dialog:

© R E E E E V V V !

Action:

... AND WHITES OUT!

Timing:

1025-1a5

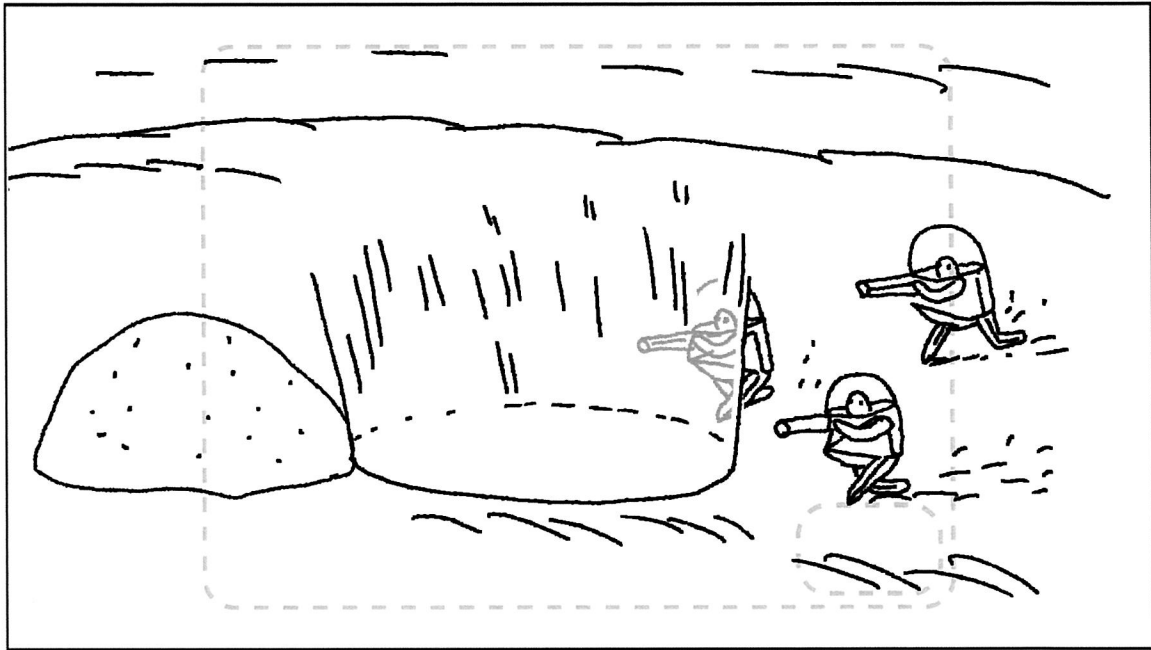
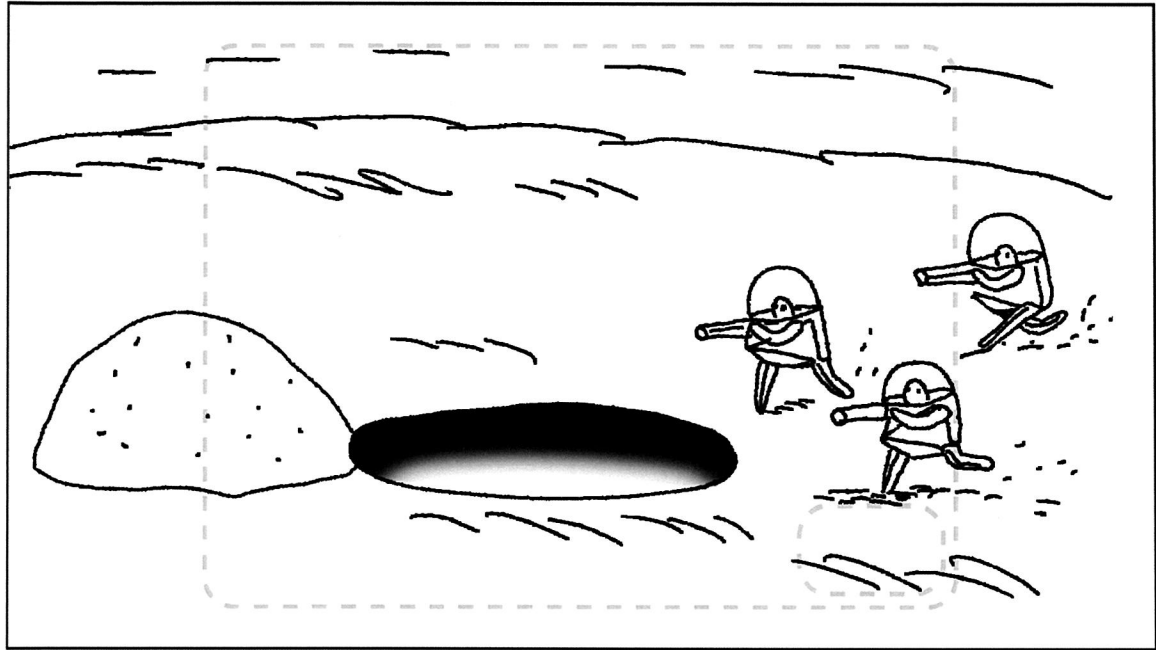
EPISODE #

Production :

ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night Sc. 88 Pnl. B Bg. day night



Dialog:
Action:
Timing:

A FLASH ... MAYBE?

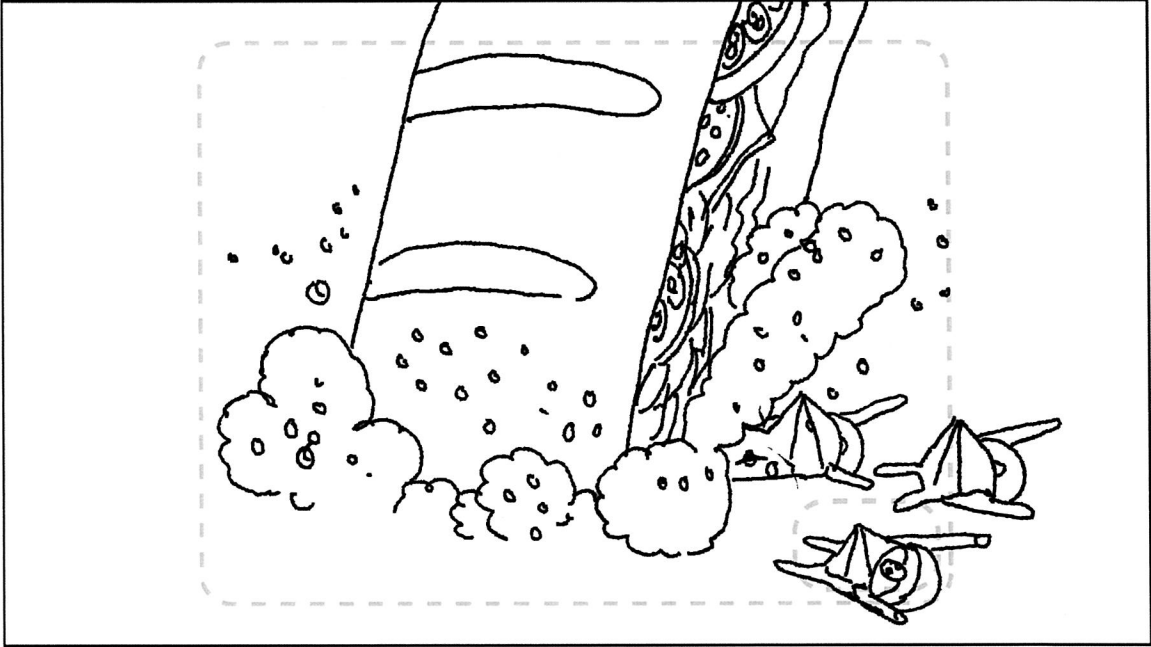
1025-19S  
EPISODE #  
Production :



ADVENTURE TIME



Sc. 88 Pnl. c Bg. day night Sc. 88 Pnl. 0 Bg. day night



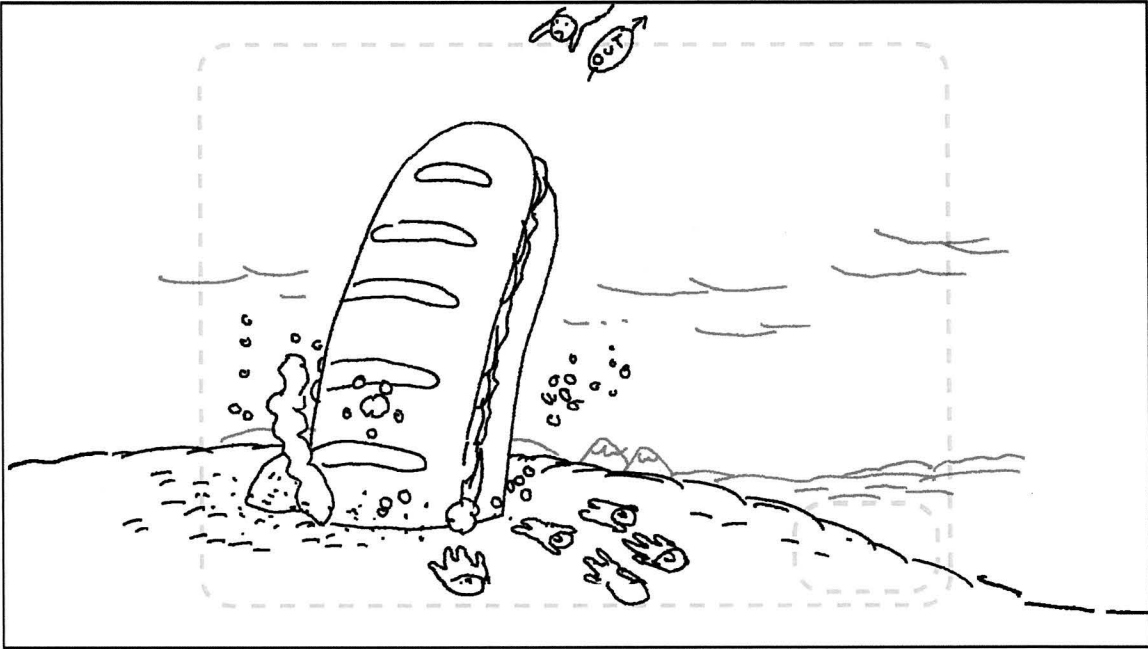
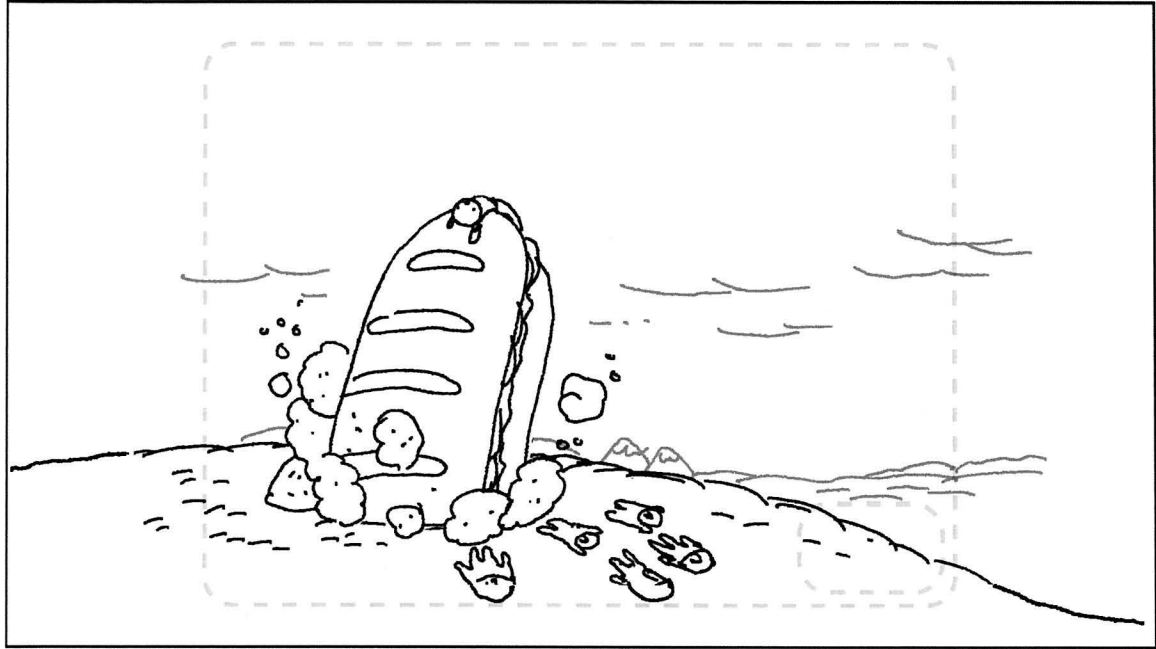
Dialog:
SFX / BOOM!
Action:
Timing:

1025-195  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 89 Pnl. A Bg. day night Sc. 89 Pnl. B Bg. day night

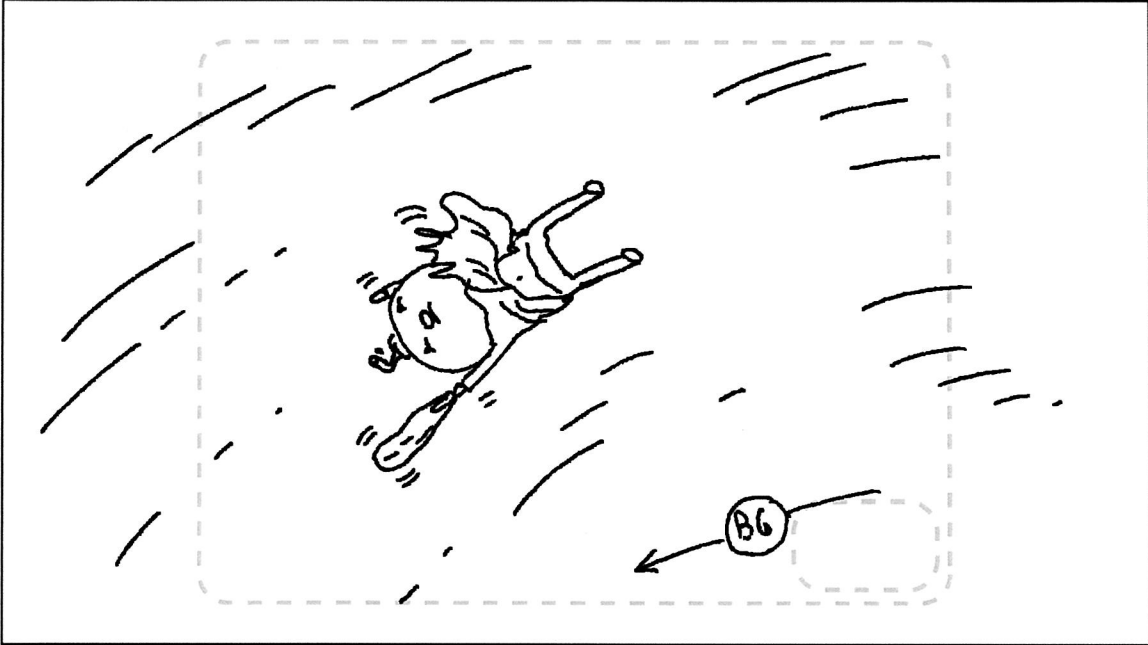


Dialog:
Action: ... IS THIS TOO JUMPED ? ...
Timing:

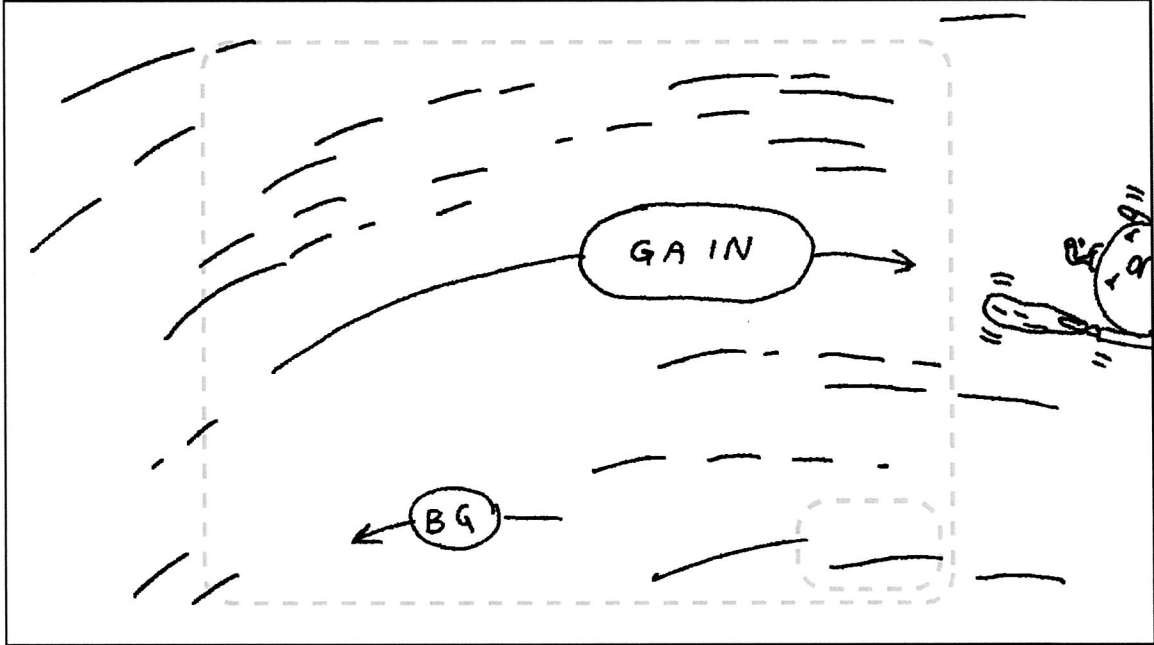
ADVENTURE TIME



Sc. 90 Pnl. A Bg. day night



Sc. 90 Pnl. B Bg. day night



Dialog: SFX. (WIND WOOSHING)  
C) HAHA, UNBELIEVABLE. YOU TRY TO NOT THINK OF A SANDWICH AND LOOK WHAT HAPPENS: A SANDWICH.  
Action:  
Timing:

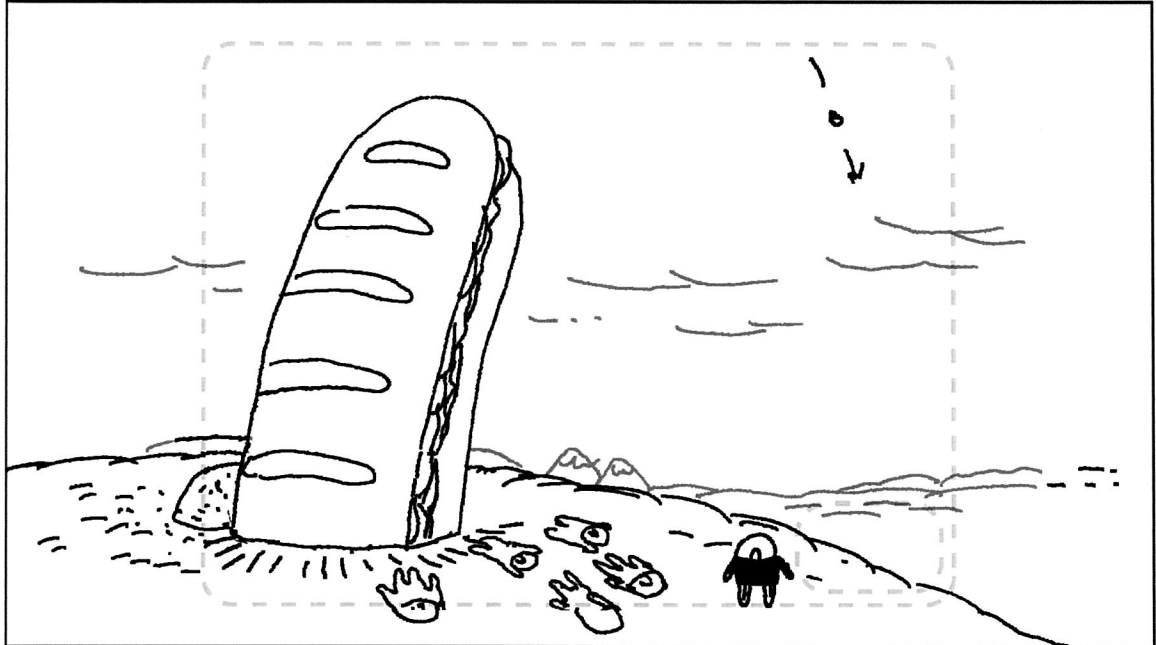
EPISODE # 1025-105  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

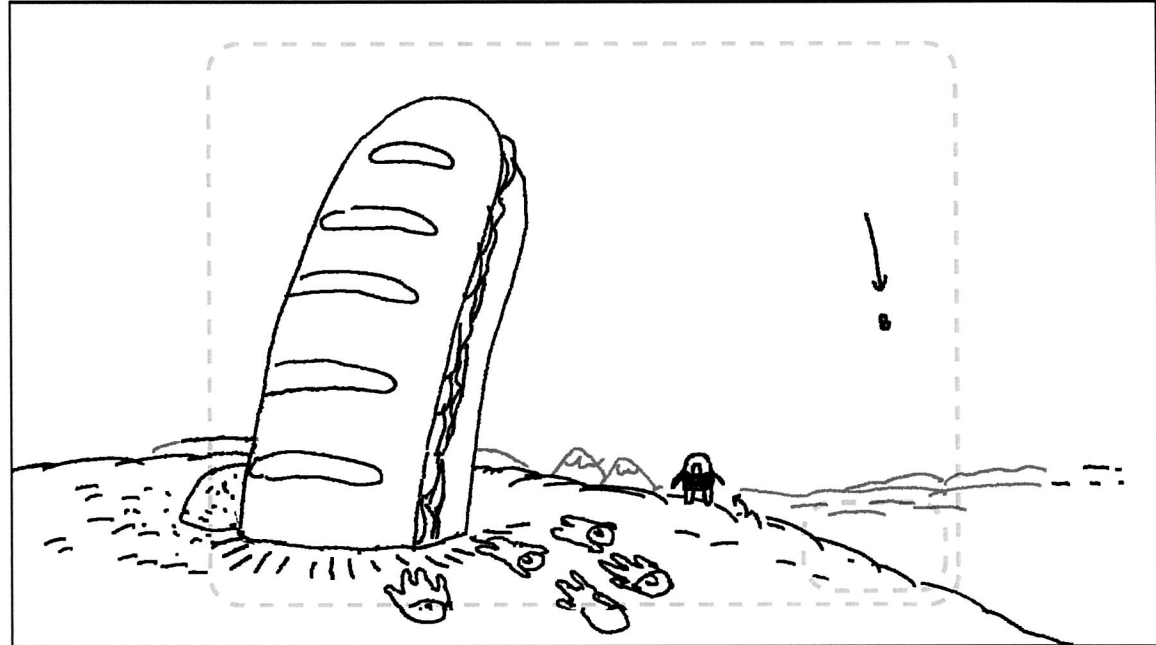
# ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night



Dialog:

Action:

- CUBER FALLS IN THE DISTANCE
- GROOM WALKS UP.

Timing:

1025-195

EPISODE #

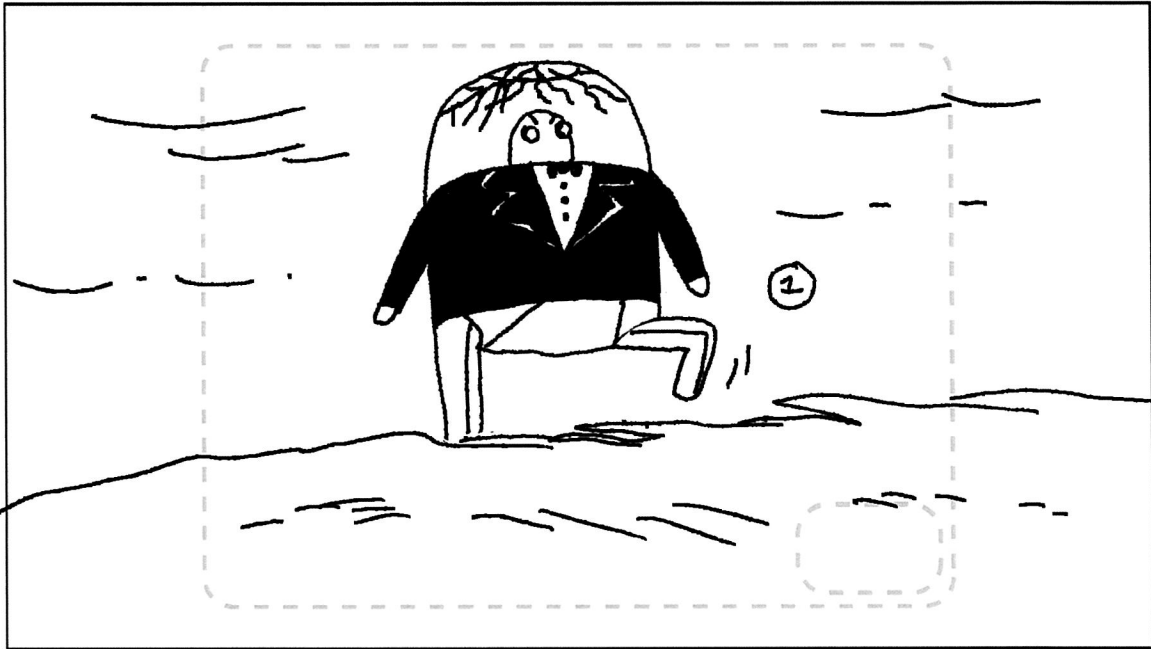
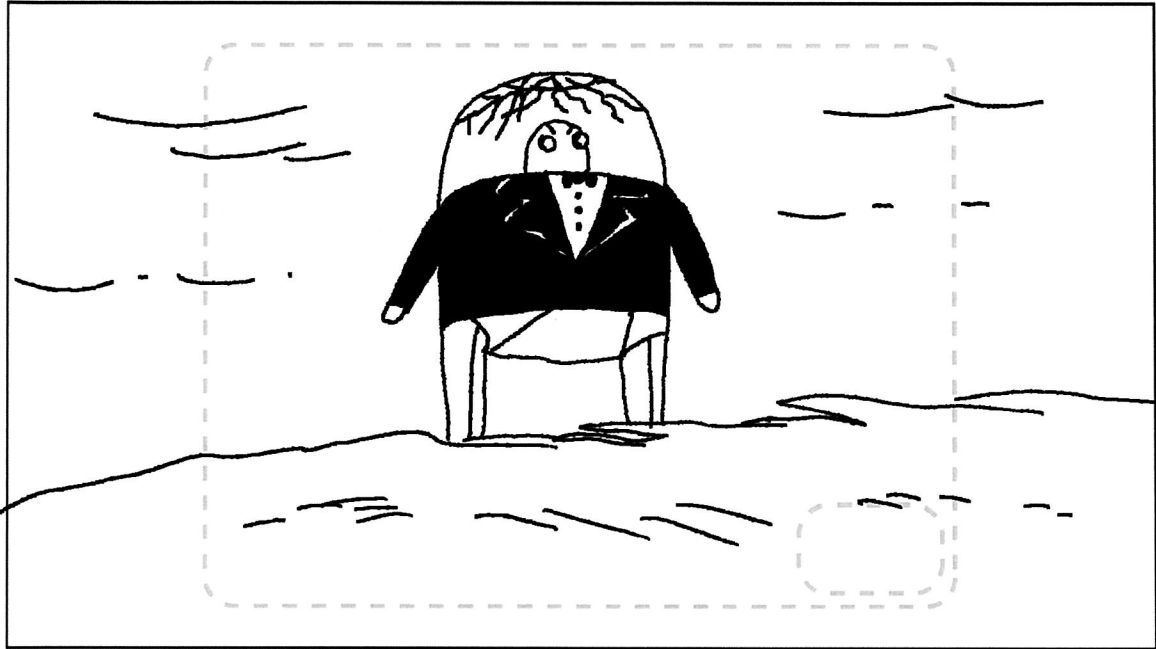
Production :

# ADVENTURE TIME



Page 133

Sc. 92 Pnl. 4 Bg. day night Sc. 92 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	

- STAMPS .
- GRASS CARRIED OF ON A BREEZE MAYBE .

EPISODE # 1025-195  
Production :

# ADVENTURE TIME

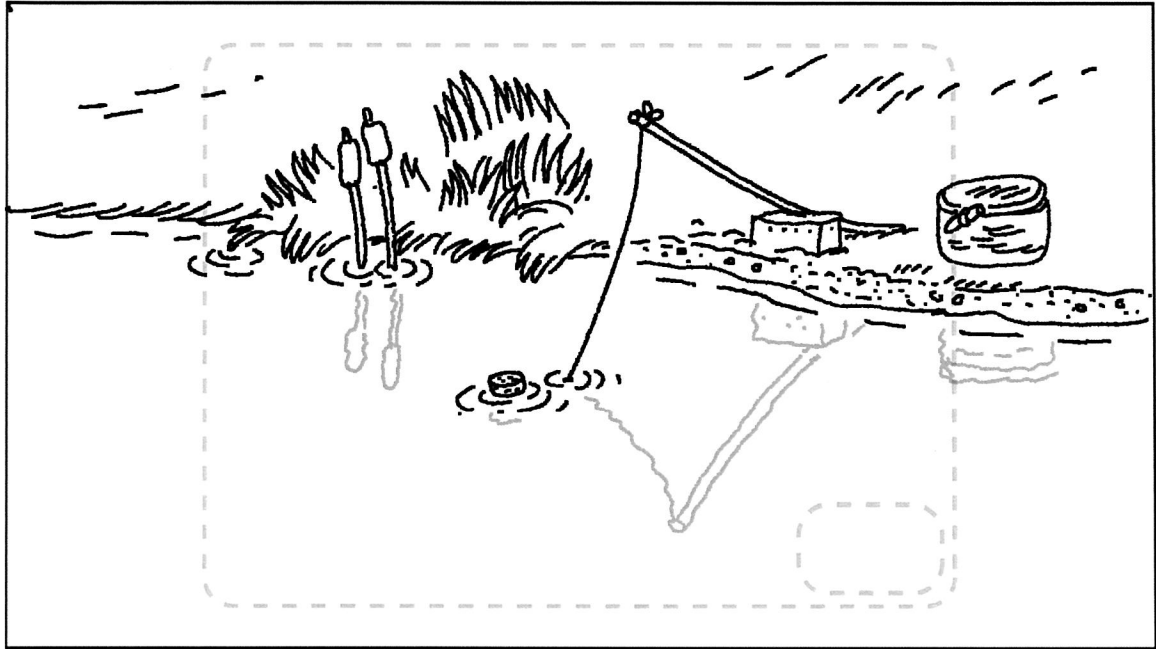


Sc. 93

Pnl. A

Bg.

day night

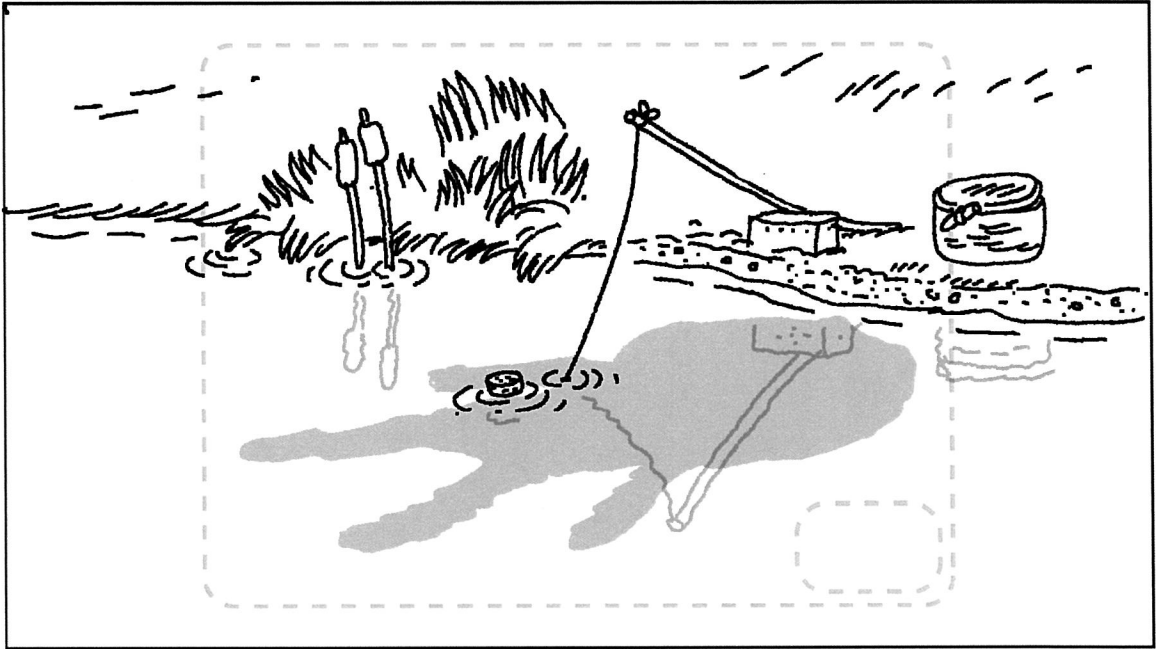


Sc. 93

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

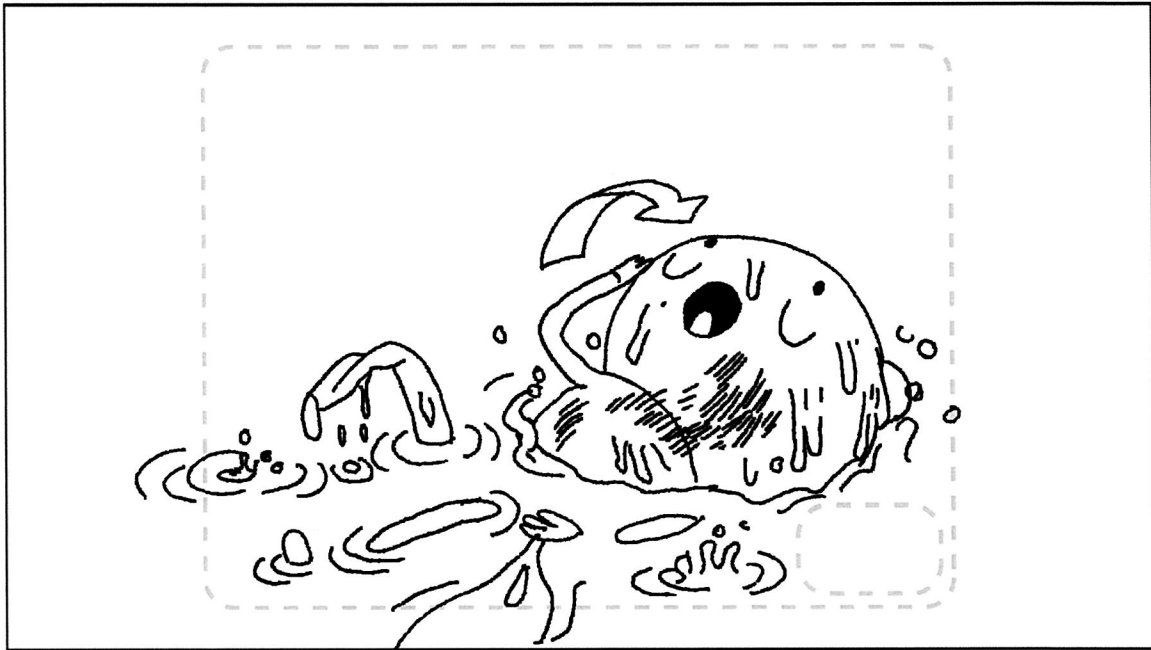
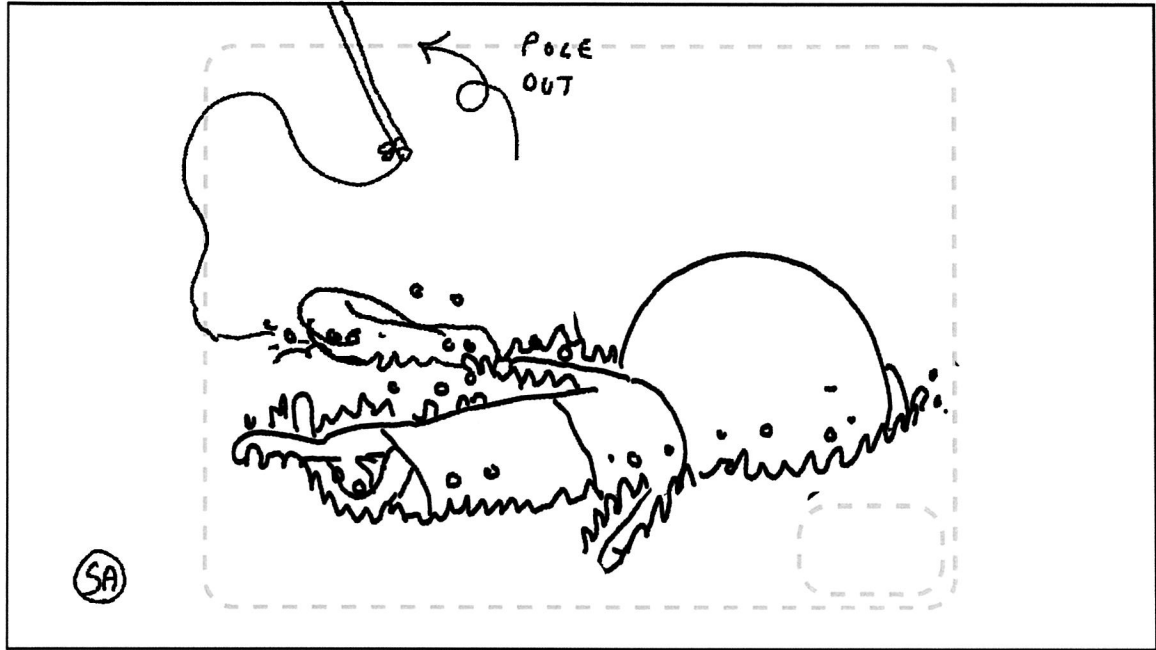
Production :

1025-195

ADVENTURE TIME



Sc. 93 Pnl. C Bg. day night Sc. 93 Pnl. P Bg. day night



Dialog:	<u>SPLISH</u>	© OOH H H H H H !!!
Action:		
Timing:		

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 93

Pnl. E

Bg.

day night

Sc. 93

Pnl. F

Bg.

day night



Dialog:

C/ OH MOMMA'S MILK!!!

ALT/ OH MOTHER!!!

C/ OH MY MOMMA'S MILK!!!

ALT/ OH MY MOTHER!!!

Action:

WHOLE BODY SHAKES HERE.

Timing:

1025-195

EPISODE #

Production :



ADVENTURE TIME



Sc. 93	Pnl. G	Bg.	day night	Sc. 93	Pnl. H	Bg.	day night

Dialog:	<p>© OH, THAT MILK.!!!</p> <p>ALT/ MARRIED TO MY FATHER!!!</p>
Action:	
Timing:	

ADVENTURE TIME

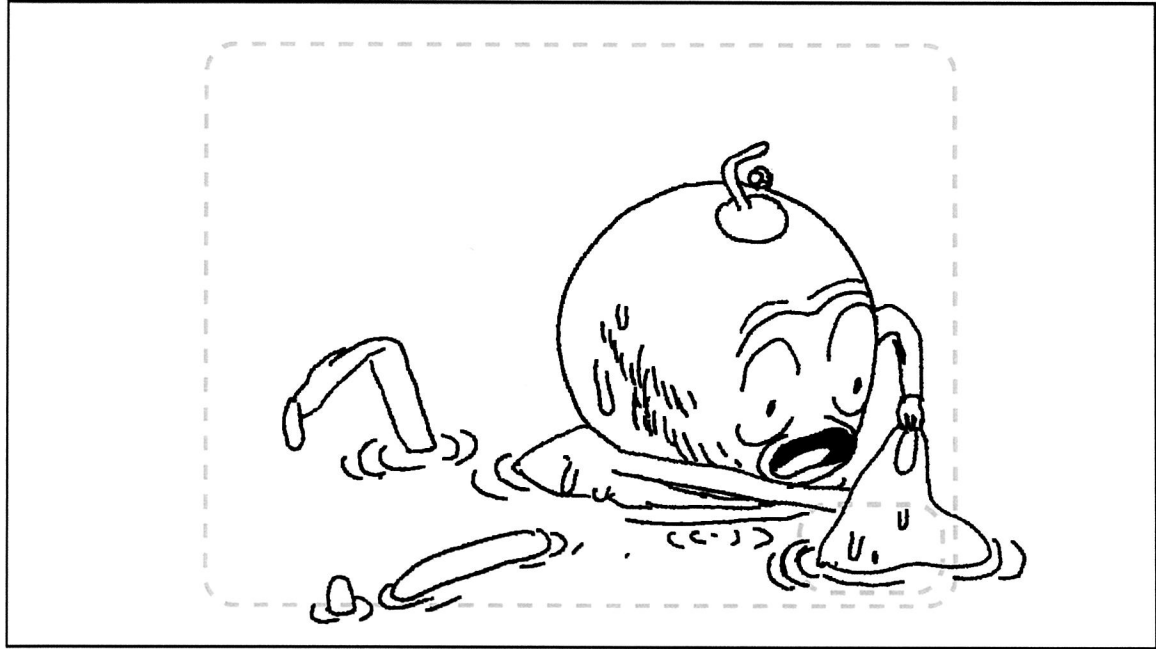


Sc. 93

Pnl. I

Bg.

day night

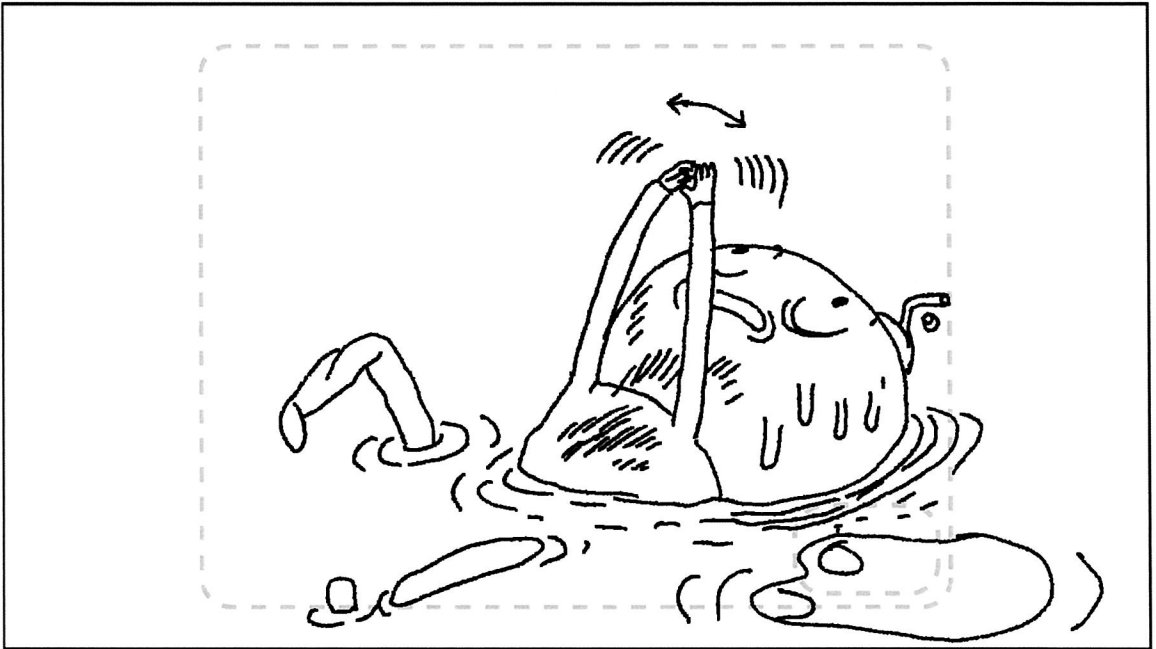


Sc. 93

Pnl. J

Bg.

day night



Dialog:

© N A A A H H . .

Action:

RUMMAGING IN HIS SACK .

Timing:

© E E H H H H H .

SHAKING THE GRAYBLE LIKE DICE .

1025-195

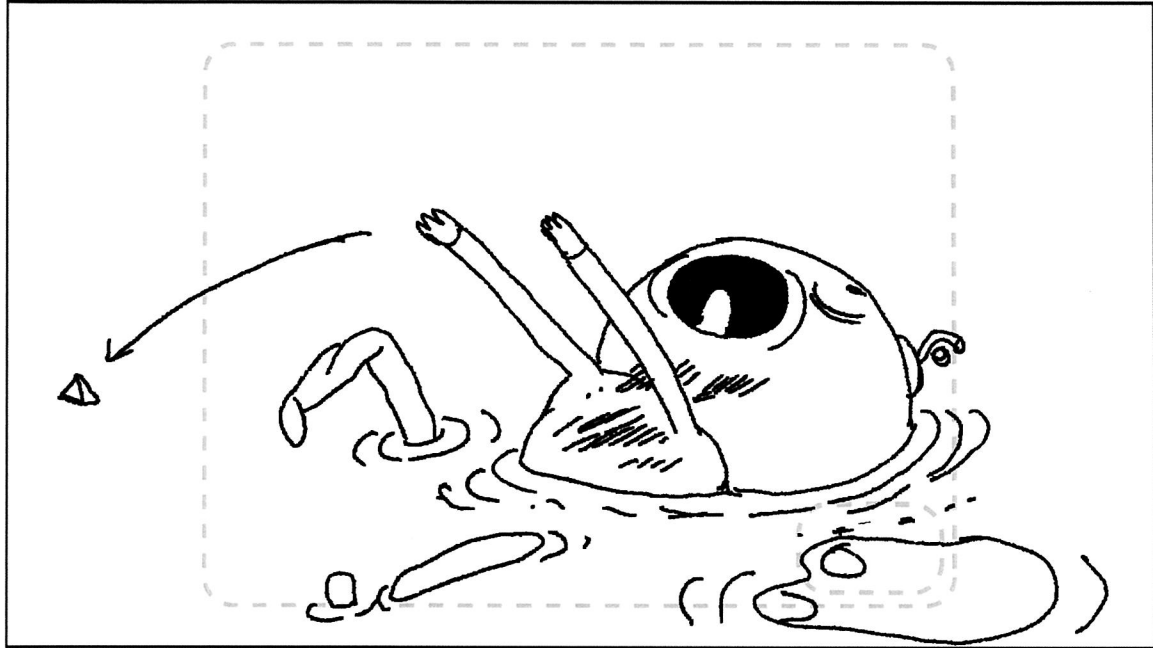
EPISODE #

Production :

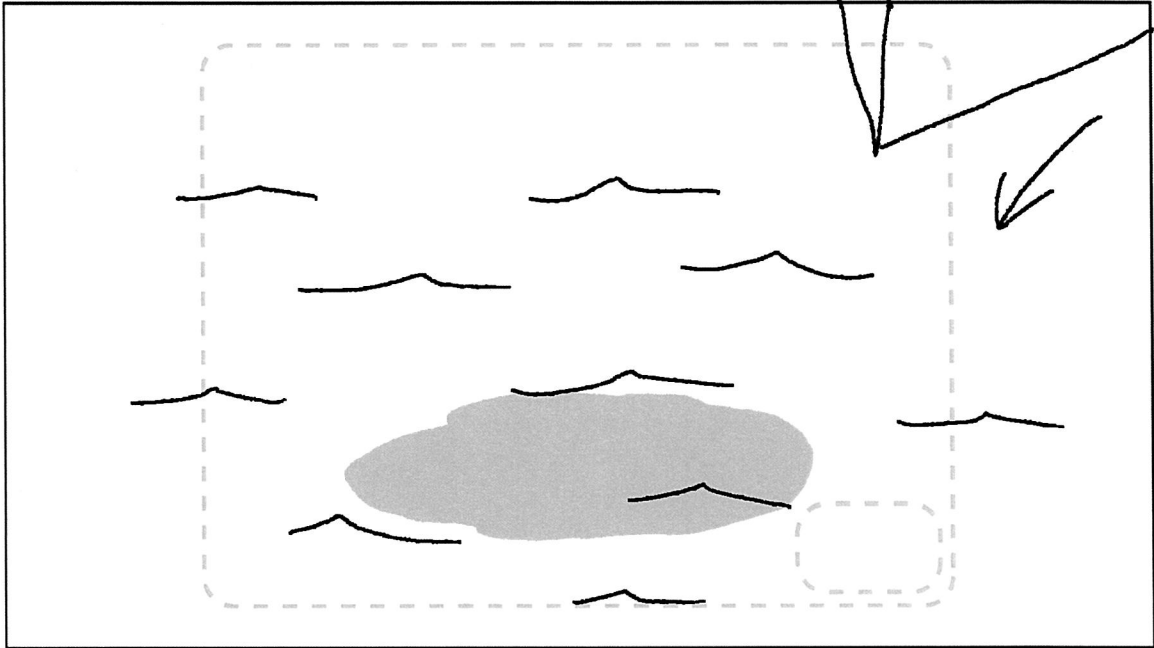
ADVENTURE TIME



Sc. 93 Pnl. K Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	© GRAYBLES!!!!
Action:	
Timing:	

EPISODE # 1025-195

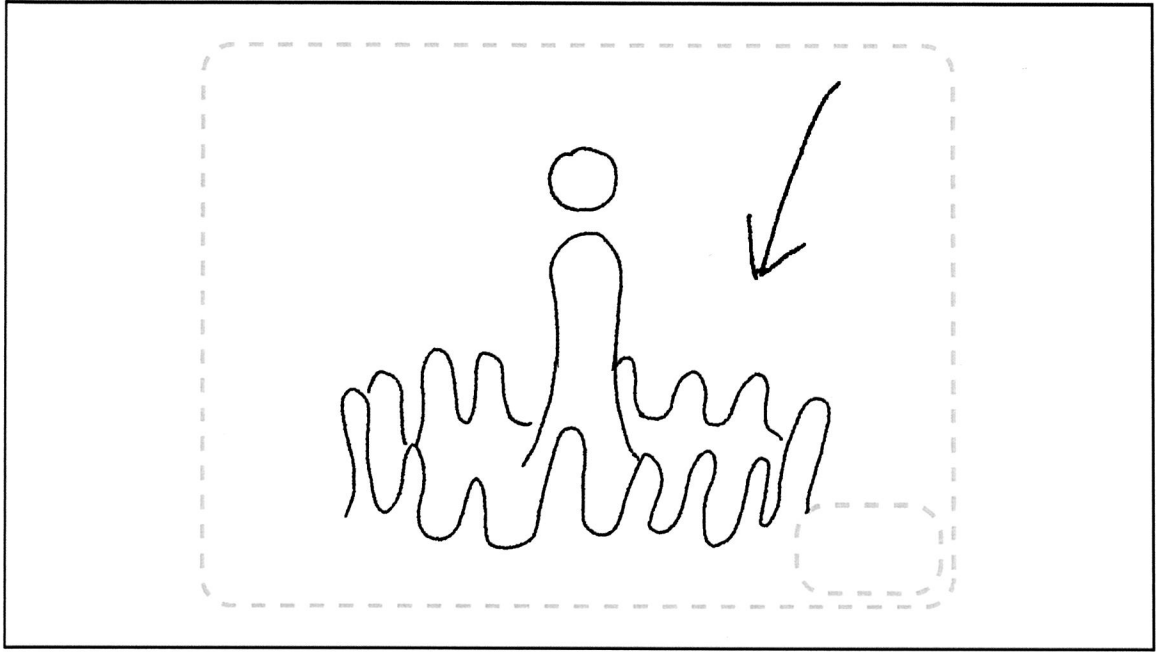
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

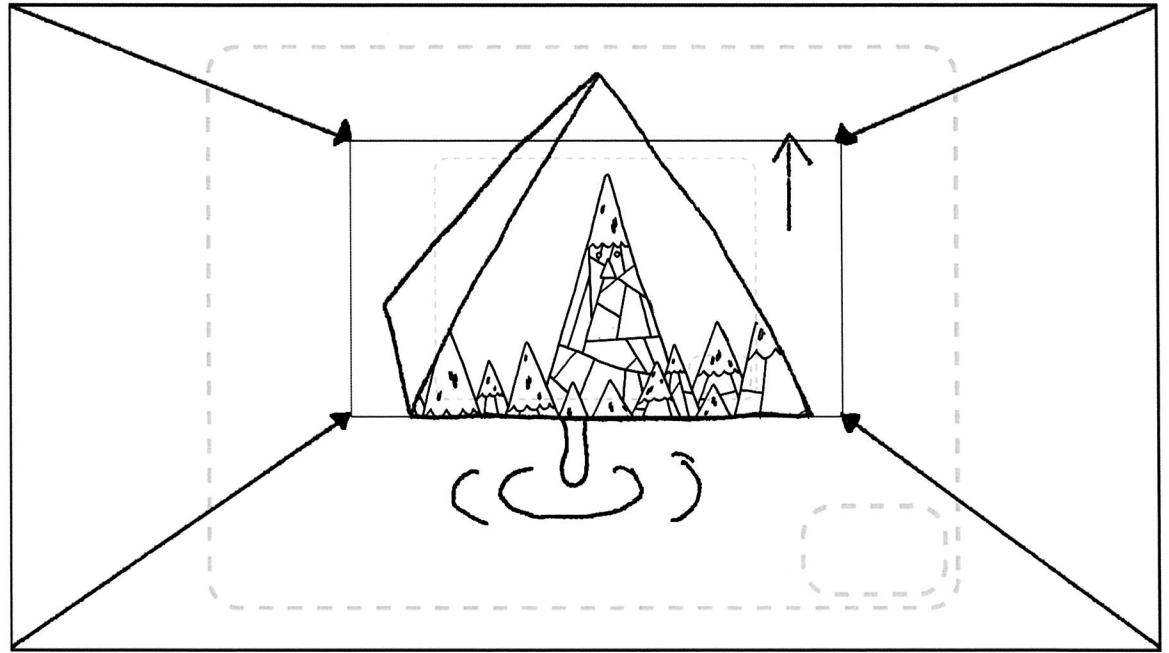
# ADVENTURE TIME



Sc. 94 Pnl. B Bg. day night



Sc. ~~94~~ 94 Pnl. C Bg. day night



Dialog:
(SFX) BLOOP!
Action:
Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

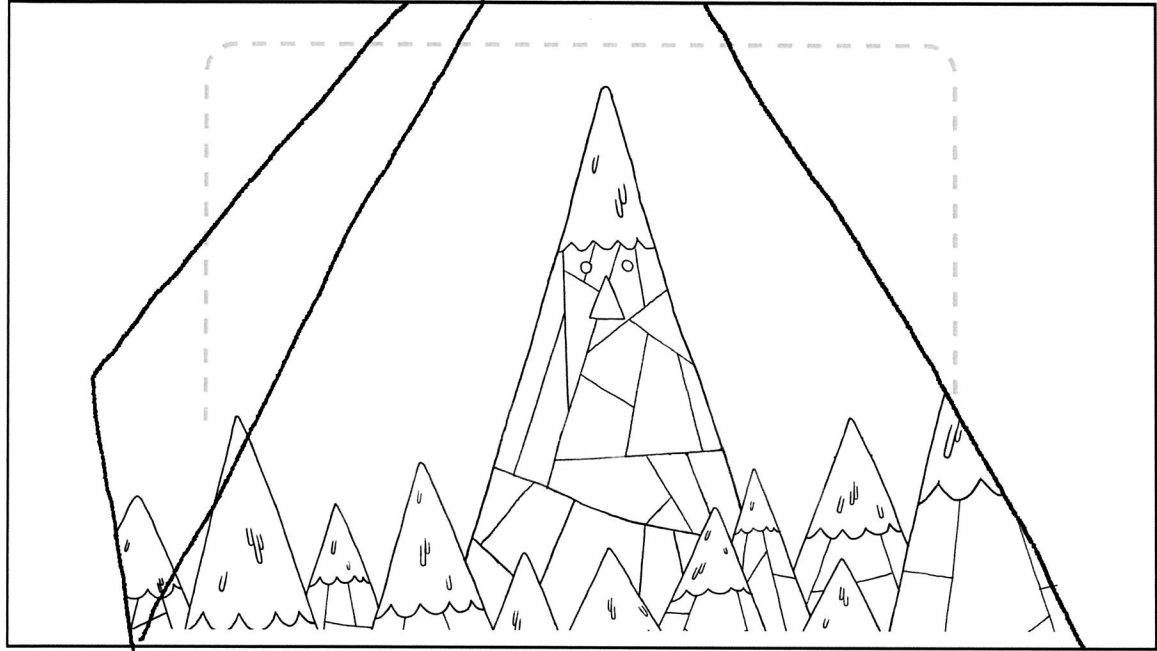


Sc. 94

Pnl. D

Bg.

day night

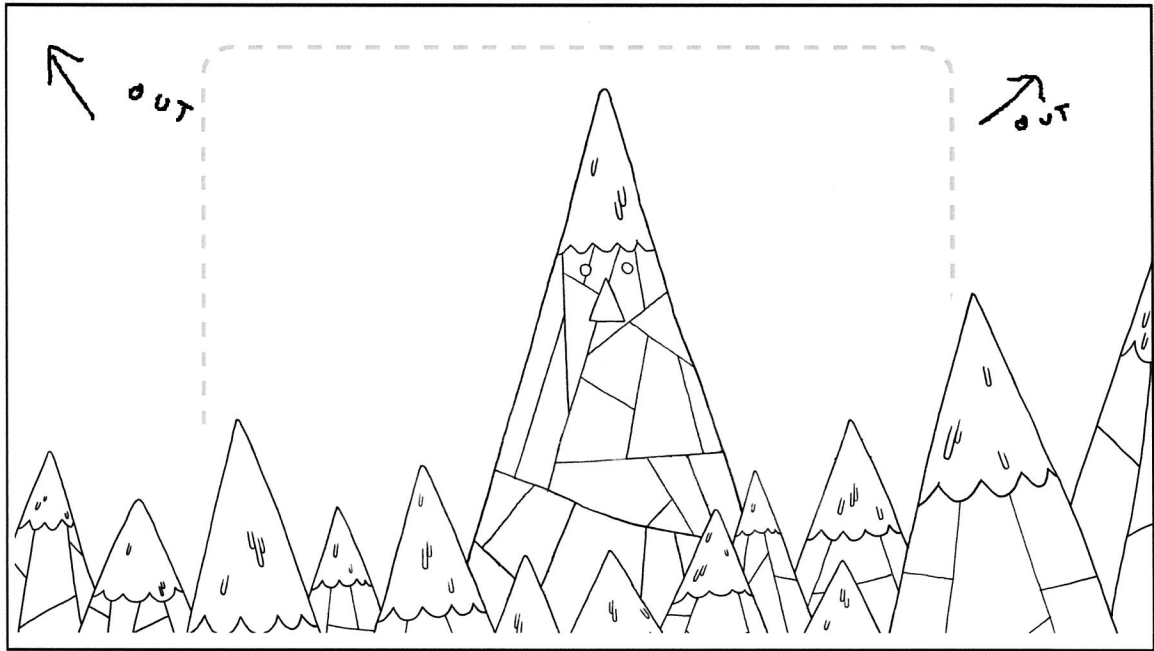


Sc. 95

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

ADVENTURE TIME

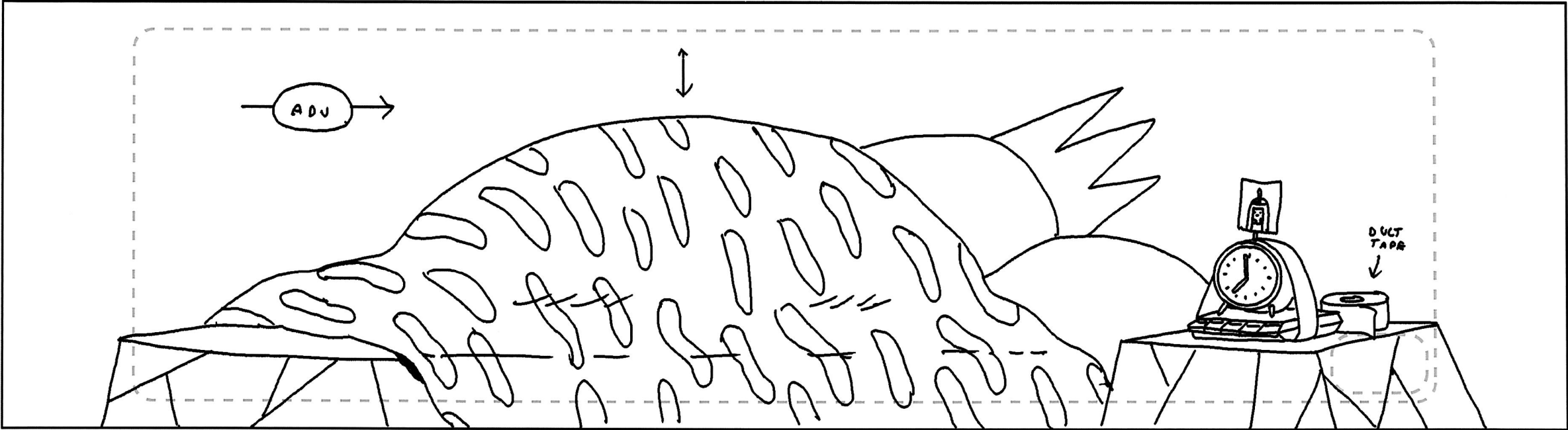


Sc. 96

Pnl. A

Bg.

day night

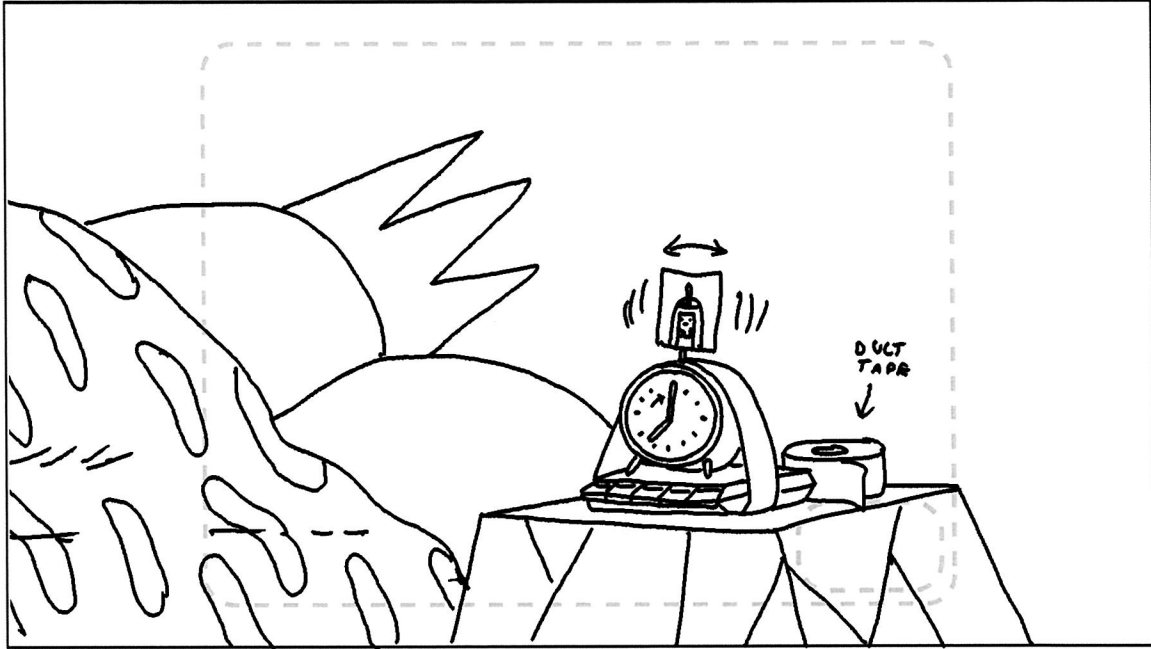
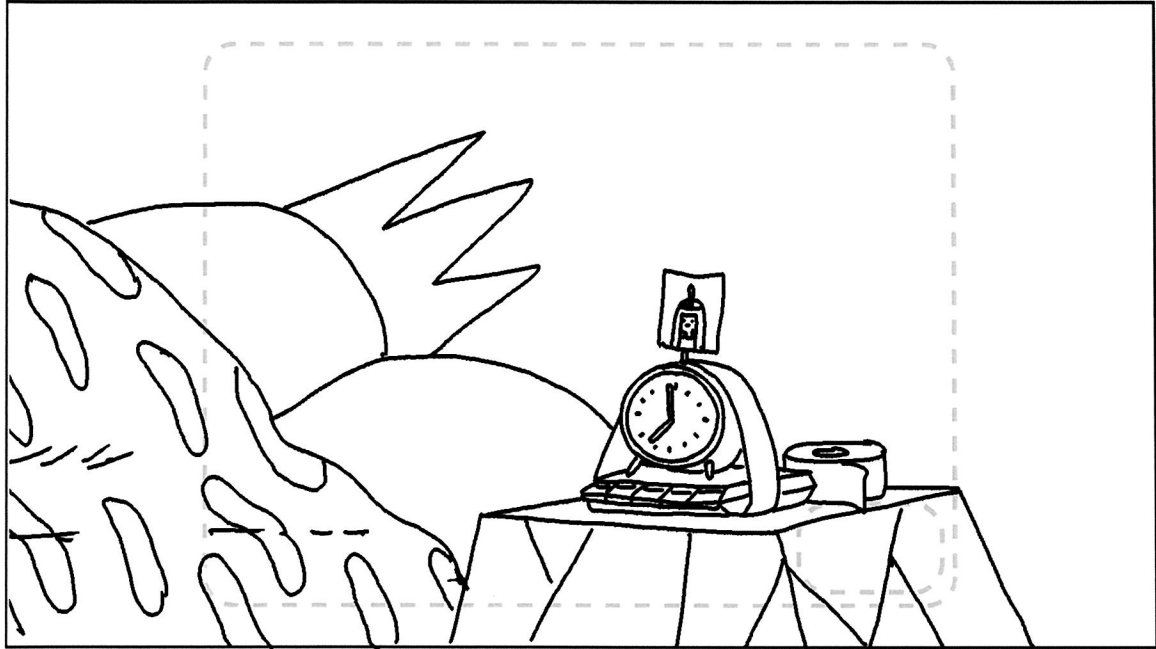


Dialog:
<p>(K) = SNOOZIN' =</p>
Action:
<p>SNOOZIN DEEP.</p>
Timing:

ADVENTURE TIME



Sc. 96 Pnl. B Bg. day night Sc. 96 Pnl. c Bg. day night




Dialog:

THE ICE KING'S MODDED ALARM CLOCK. HE HAS REMOVED THE BELLS, ATTACHED A PICTURE OF P.B. TO THE RINGER, AND DUCT-TAPE EVERYTHING TO AN OLD TAPE RECORDER.

THE ALARM GOES OFF. SOUNDS LIKE AN ALARM CLOCK WITHOUT ITS BELLS.

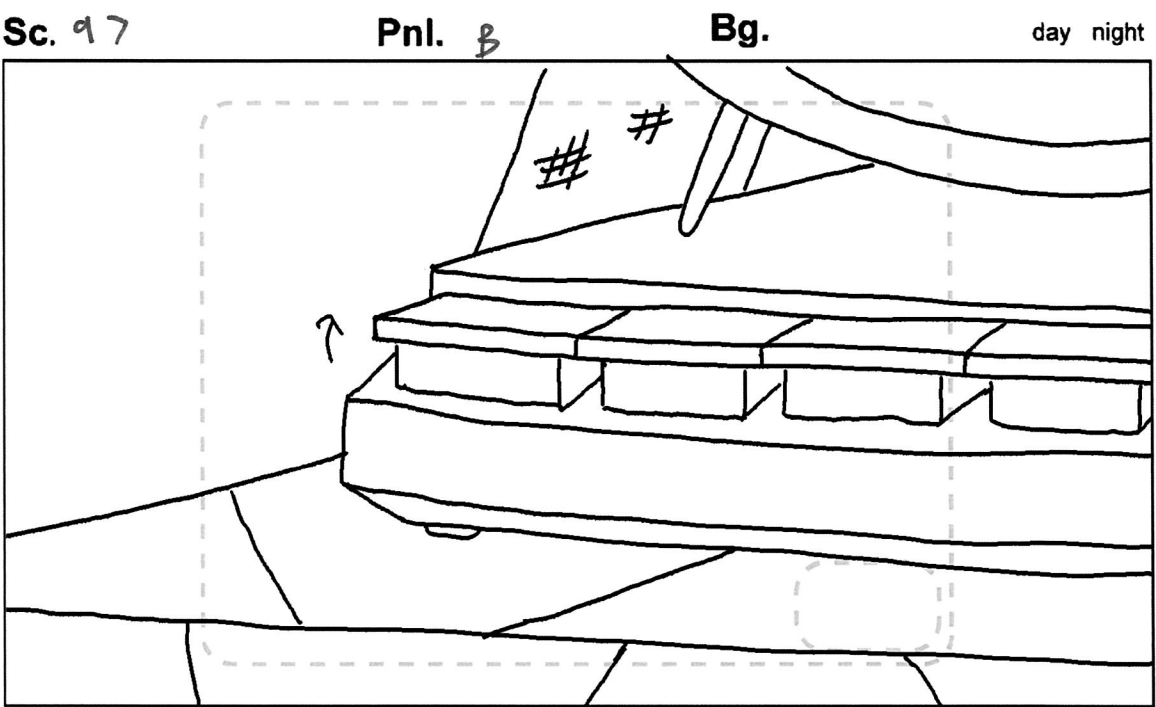
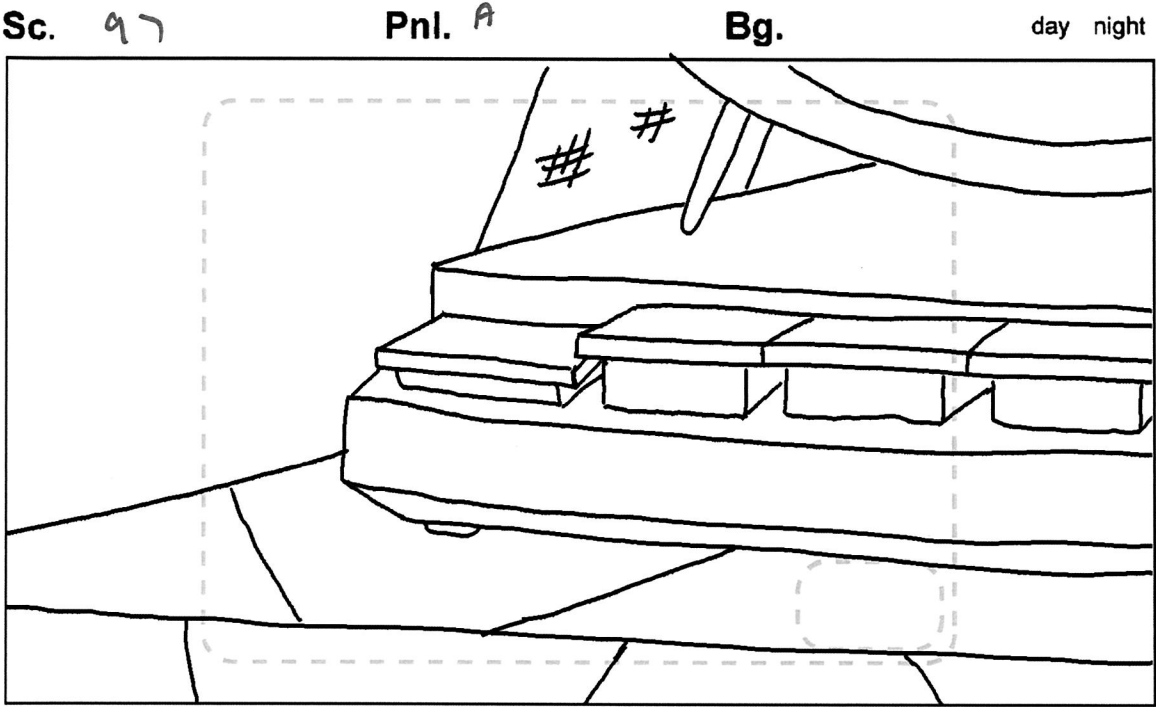
SPK ≡ RATTLING & FLAPPING ≡



EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	(SFX) ≡ RATTLING & FLAPPING ≡ (SFX) CLICK, '
Action:	
Timing:	

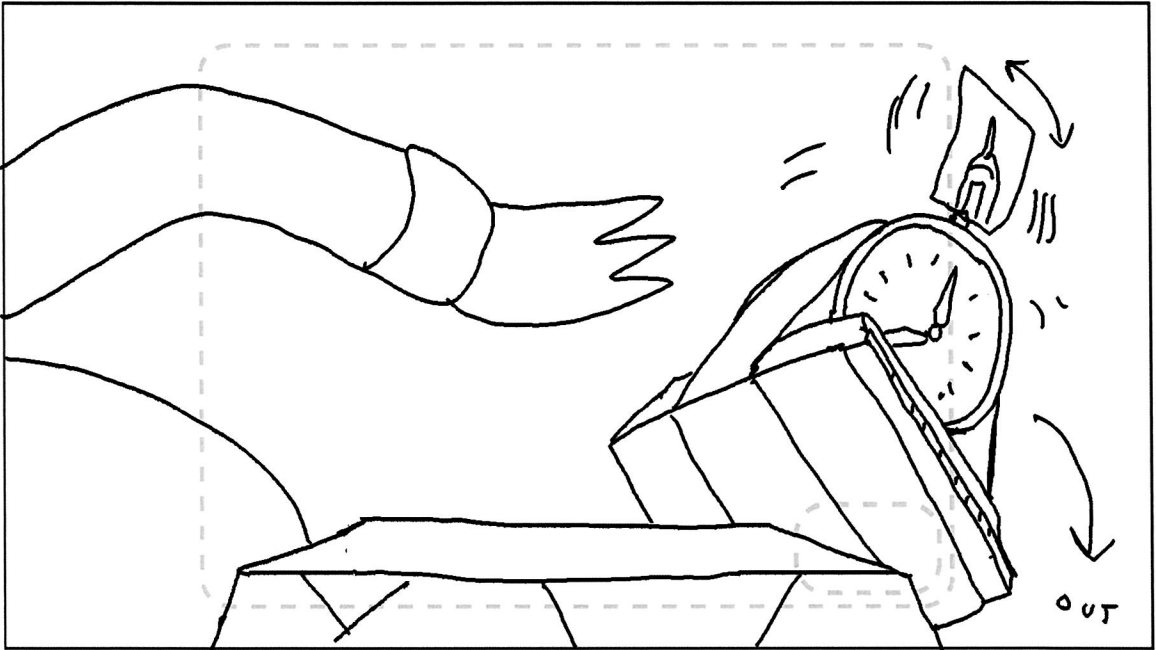
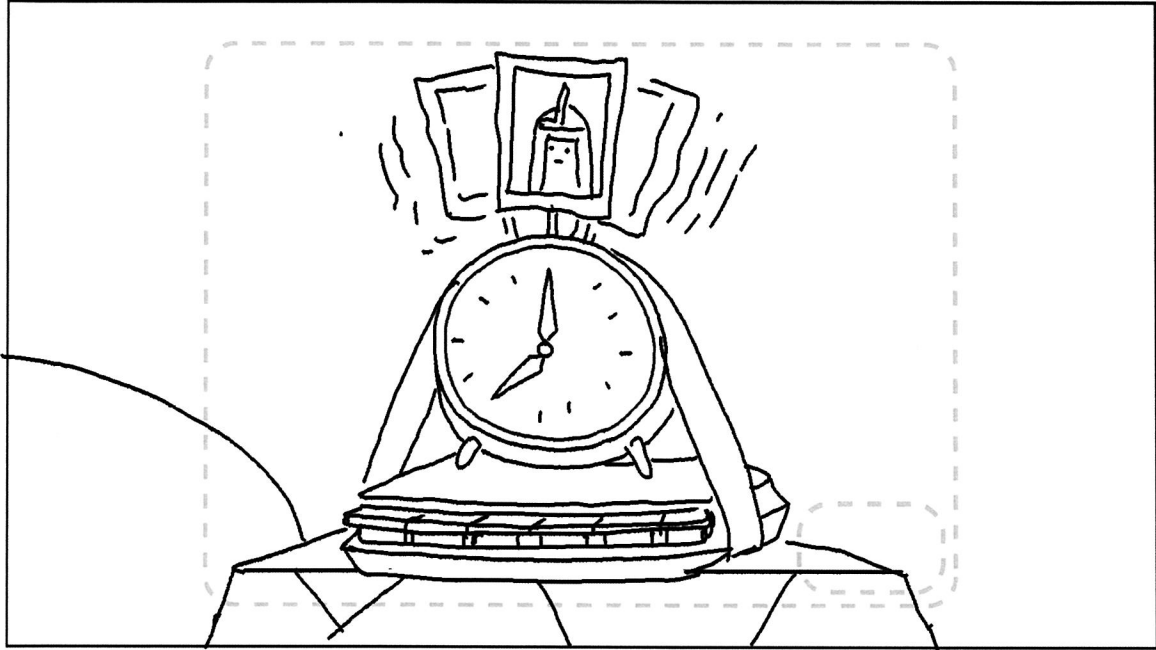
EPISODE # 1025-195  
Production :



ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night Sc. 98 Pnl. B Bg. day night



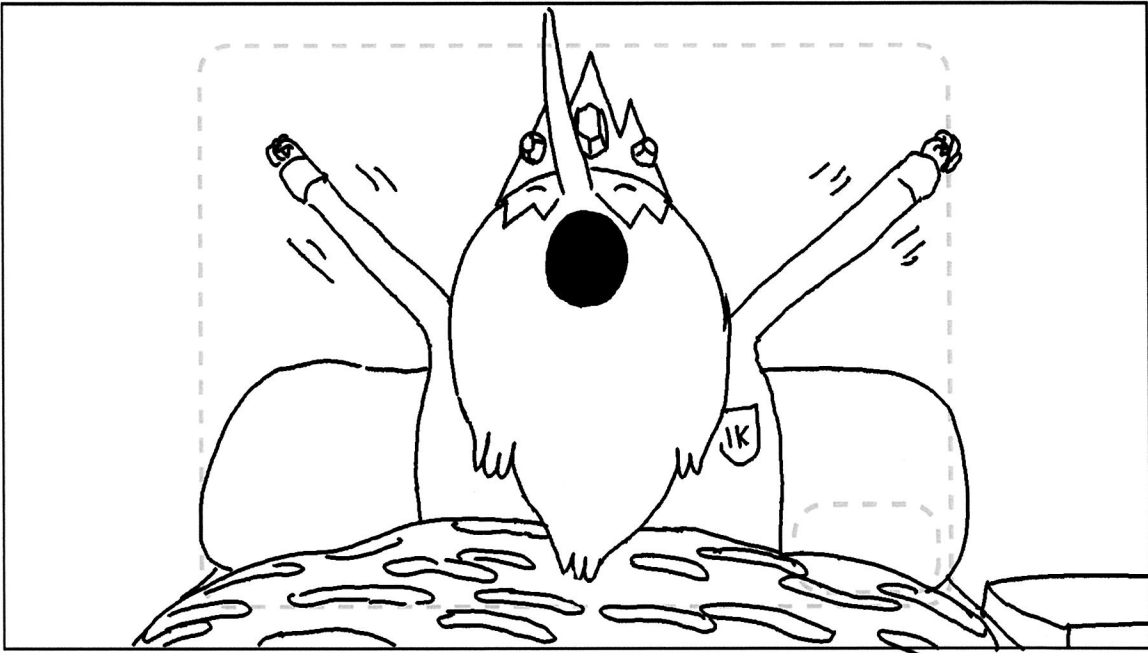
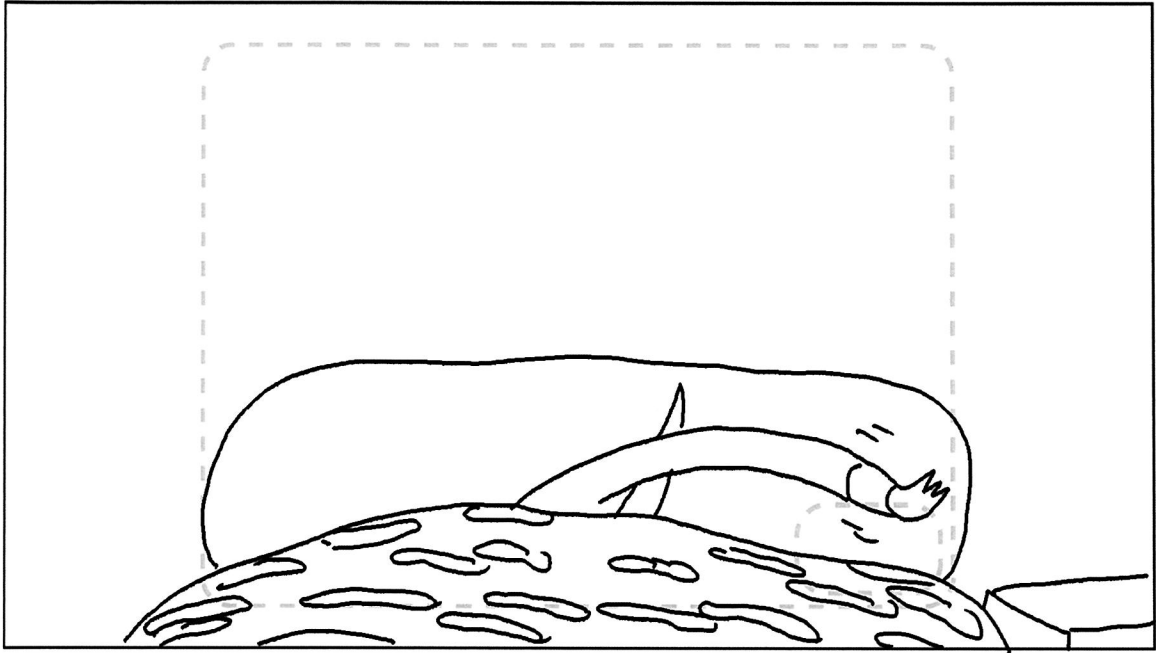
Dialog: (JK) (ON TAPE, AS BUBBLEGUM)  
I WILL MARRY YOU, ICE KING. I WILL MARRY YOU, ICE KING. —  
(SFX) :CLANG:  
Action: :BANG:  
Timing: DROWSILY KNOCKS IT OFF TABLE.

EPISODE # 1025-195 Production :

ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night Sc. 99 Pnl. B Bg. day night



Dialog: = YAWN =

Action: S. P. BIG STRETCH.

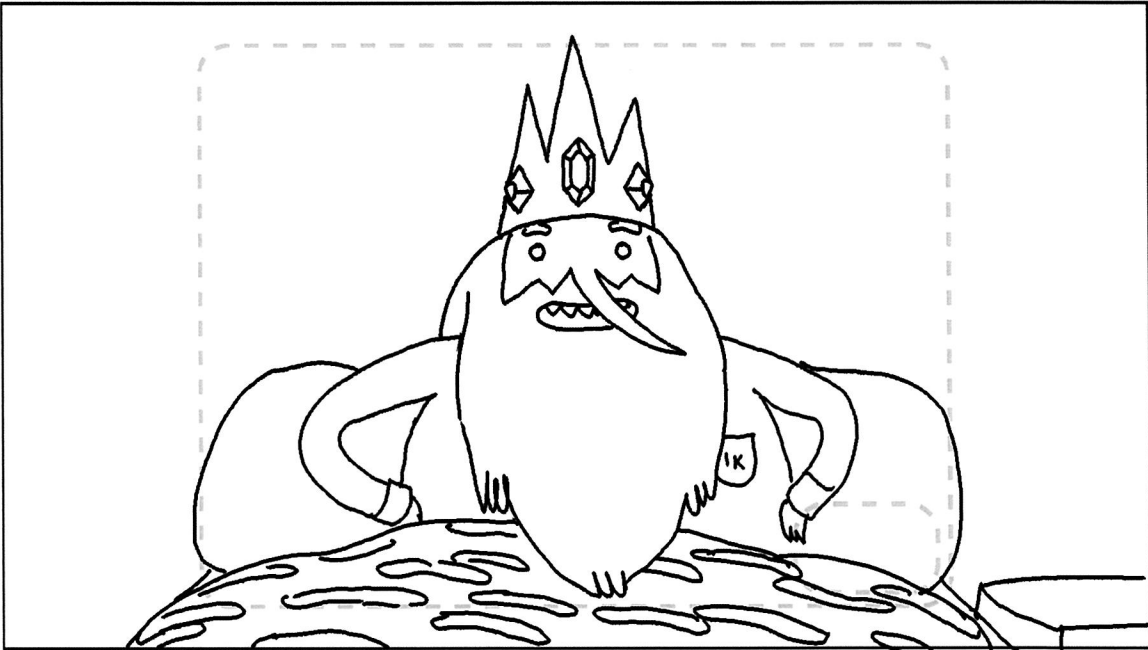
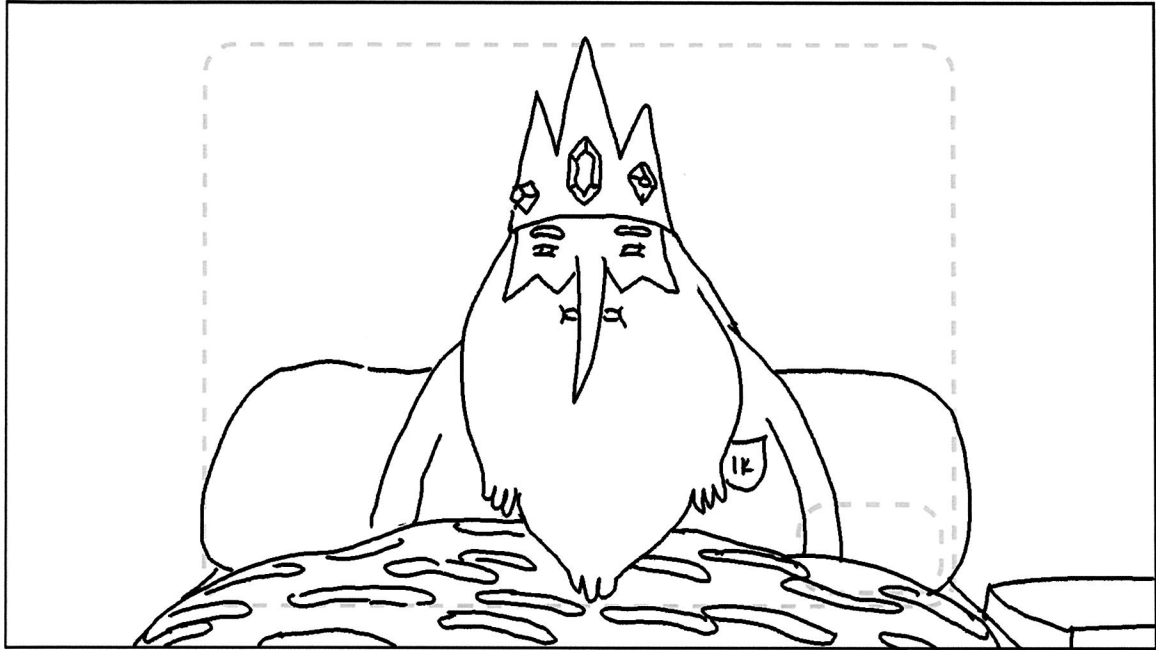
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 99 Pnl. c Bg. day night Sc. 99 Pnl. d Bg. day night



Dialog:	(IK) S M A K . S M A K .	(IK) G O O D M O R N I N G , M A D N E S S !
Action:		
Timing:		

EPISODE # 1025-195  
Production :

ADVENTURE TIME

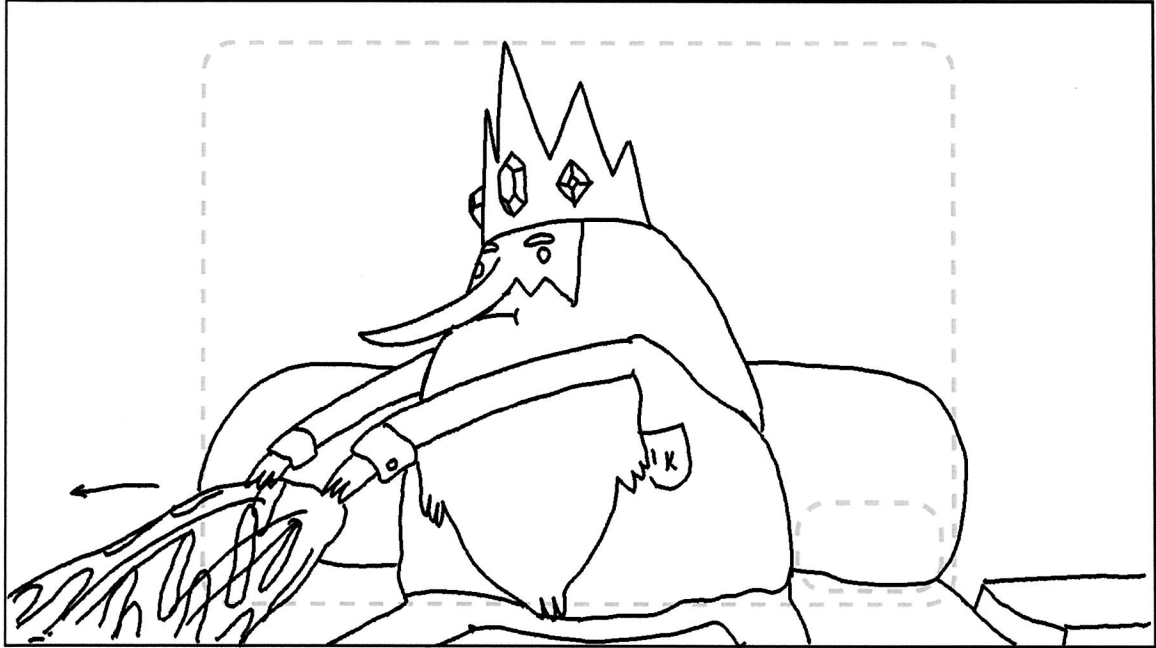


Sc. 99

Pnl. E

Bg.

day night

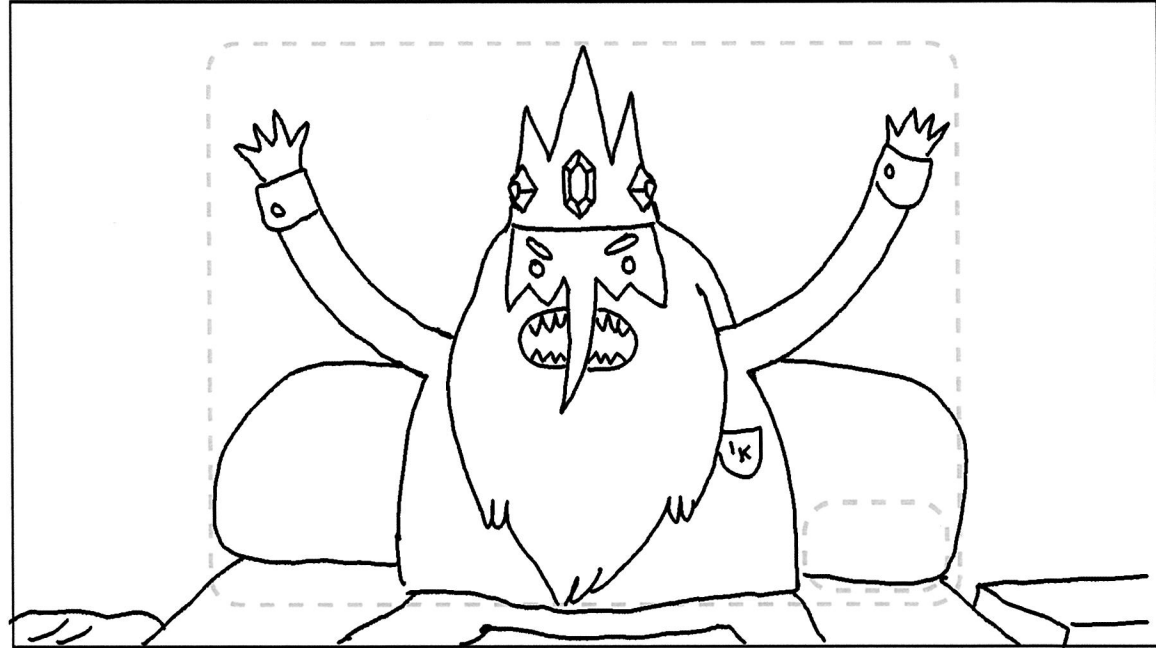


Sc. 99

Pnl. F

Bg.

day night



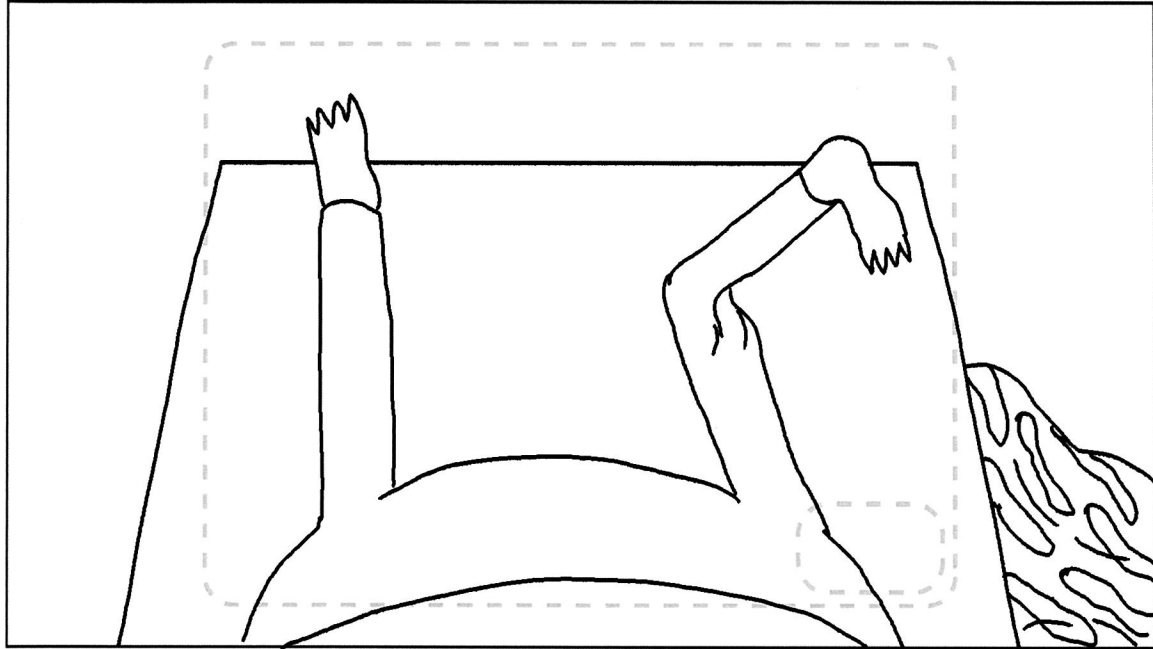
Dialog:
Ⓚ WHAT!
Action:
Timing:

EPISODE # 1025-195  
Production :

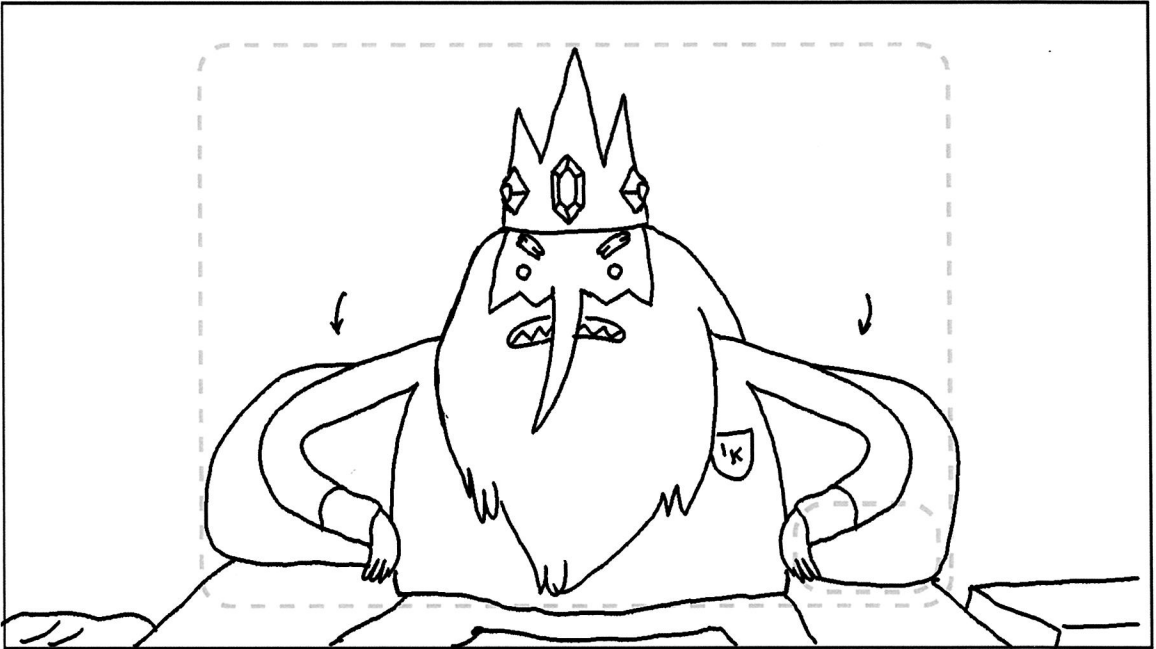
ADVENTURE TIME



Sc. 100 Pnl. A Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:
<div>IK/ BROKEN LEG AGAIN!?</div> <div>IK/ = SIGH =</div>
Action:
Timing:

1025-195  
EPISODE #  
Production :

ADVENTURE TIME

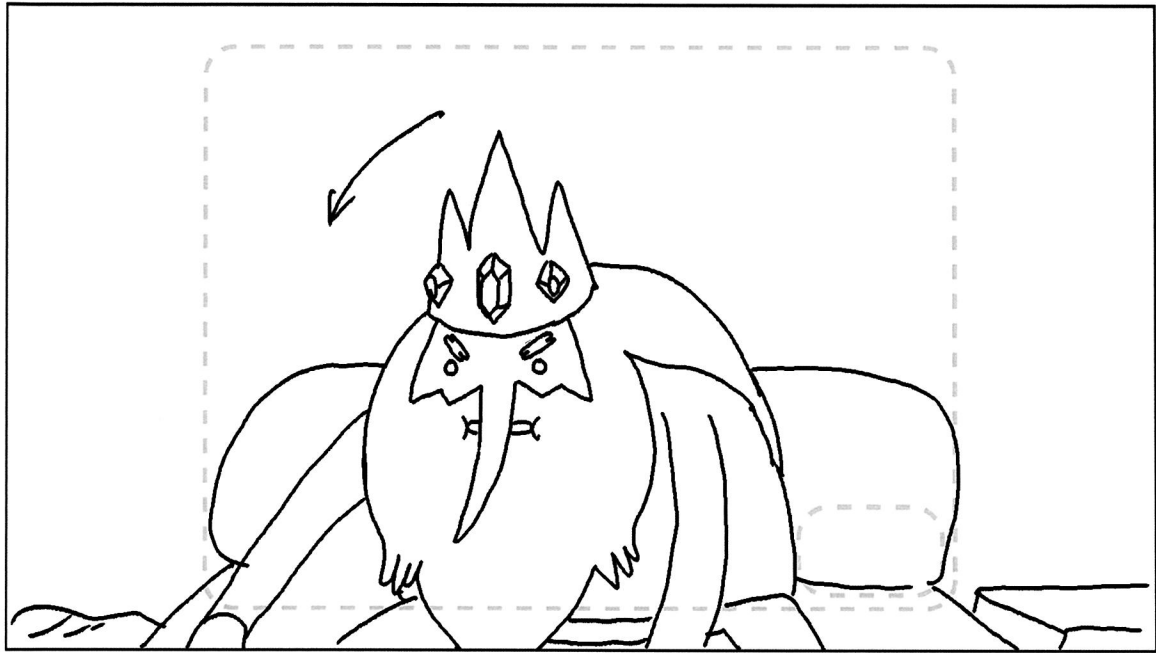


Sc. 101

Pnl. 3

Bg.

day night

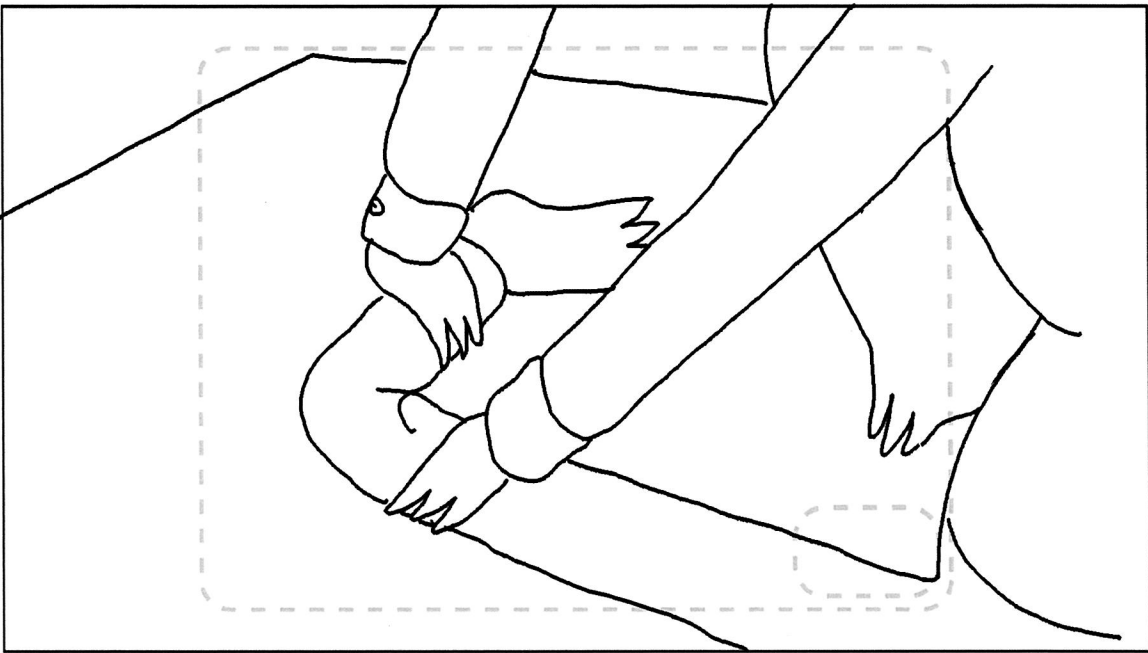


Sc. 102

Pnl. A

Bg.

day night



Dialog:
<div>(IK) MUTTERING EVERY DUMB MORNING ...</div> <div>(IK) ANNND . . . HUP.</div>
Action:
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME

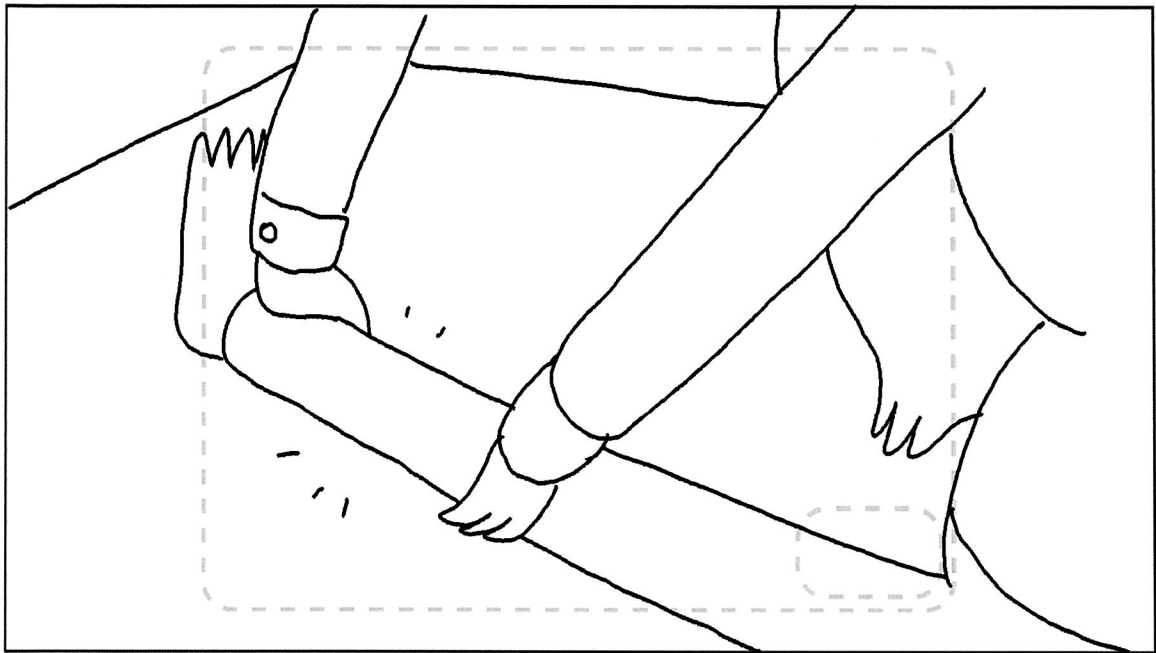


Sc. 102

Pnl. B

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog:	<u>SFX</u> SNAP!	<u>IK</u> HELLO!
Action:		
Timing:		

© 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

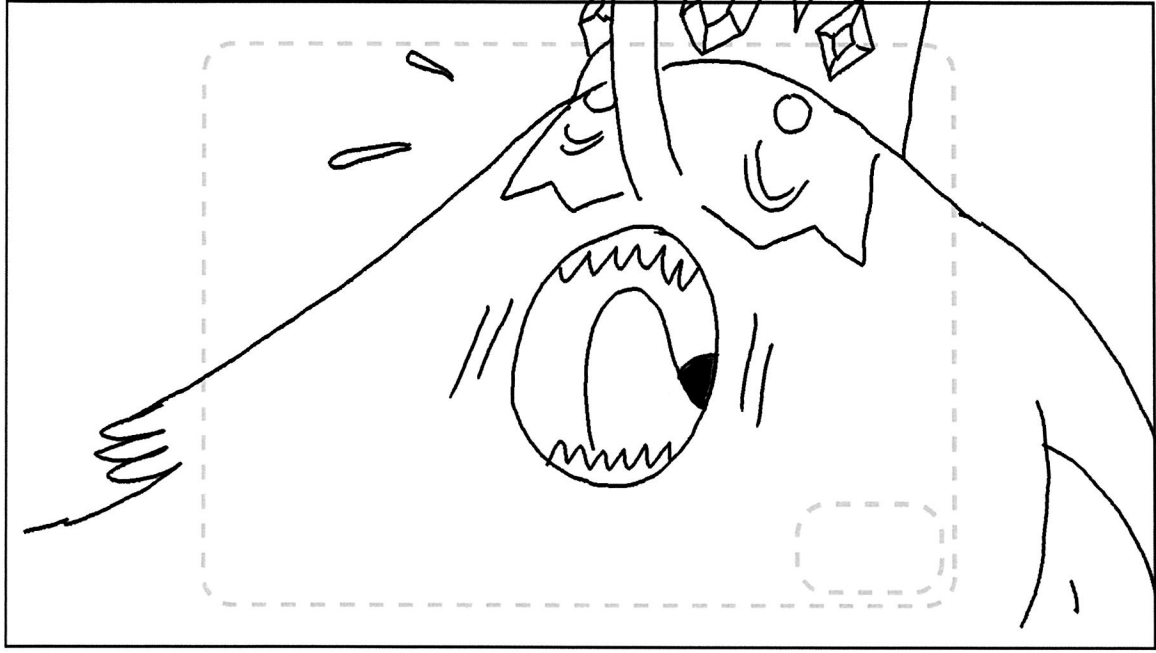


Sc. 103

Pnl. B

Bg.

day night

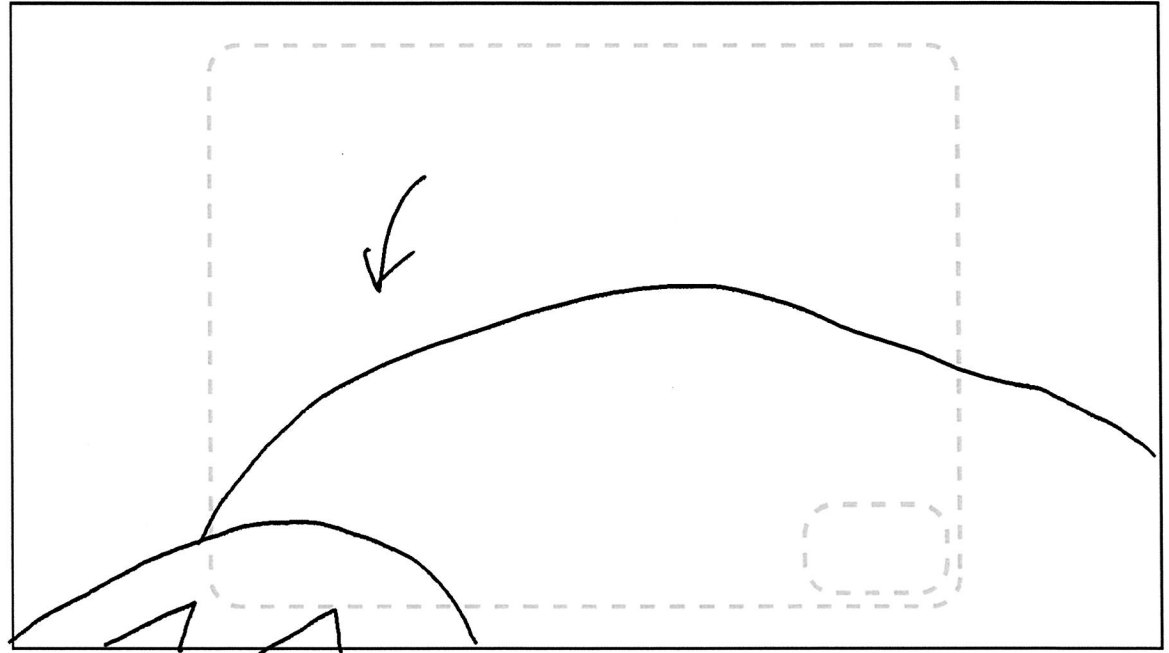


Sc. 103

Pnl. C

Bg.

day night

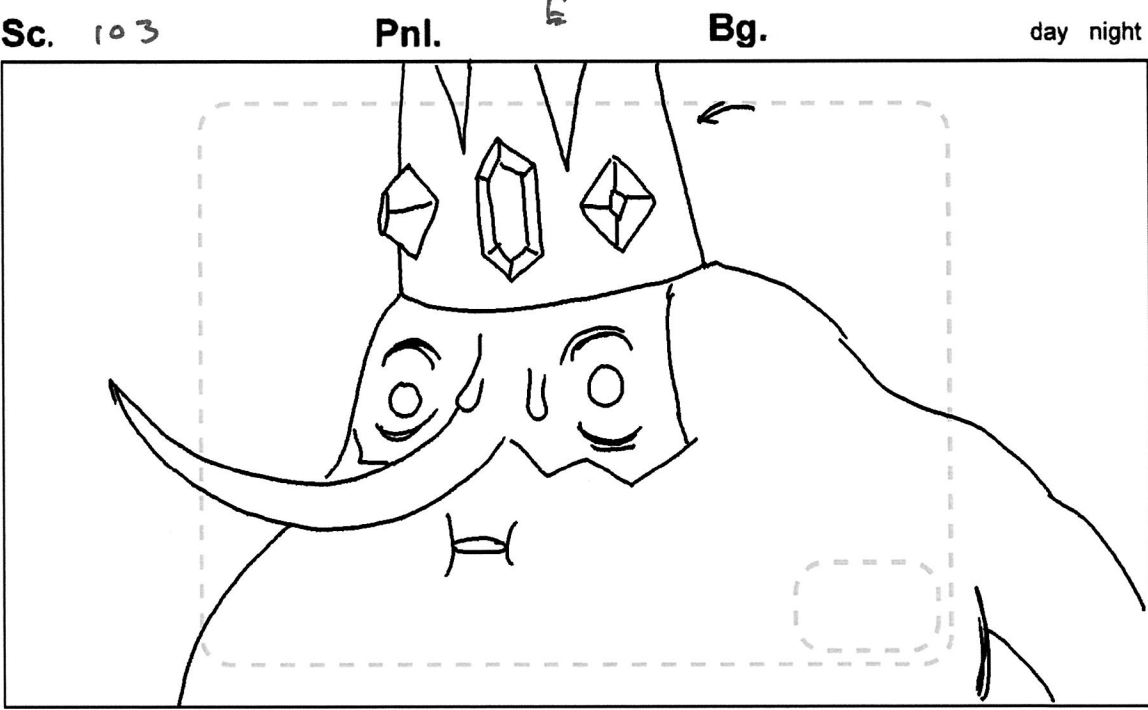
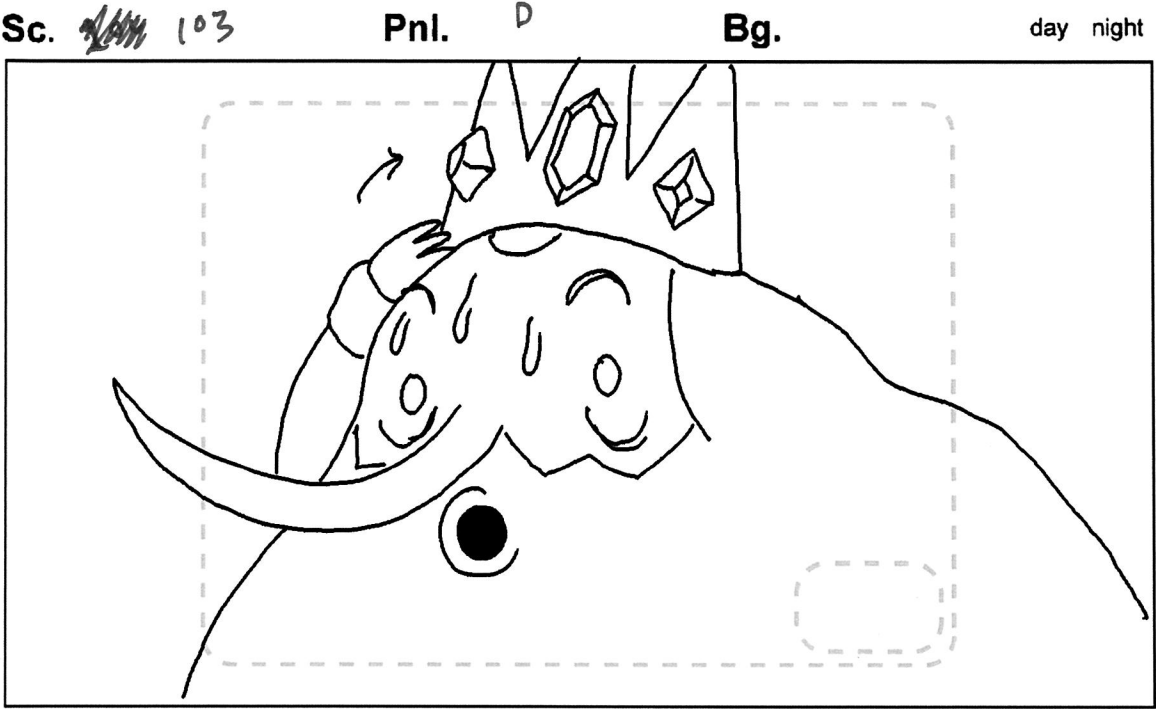


Dialog:	(1K) HOW ARE YOU!
Action:	
Timing:	

Production : EPISODE # 1025-195



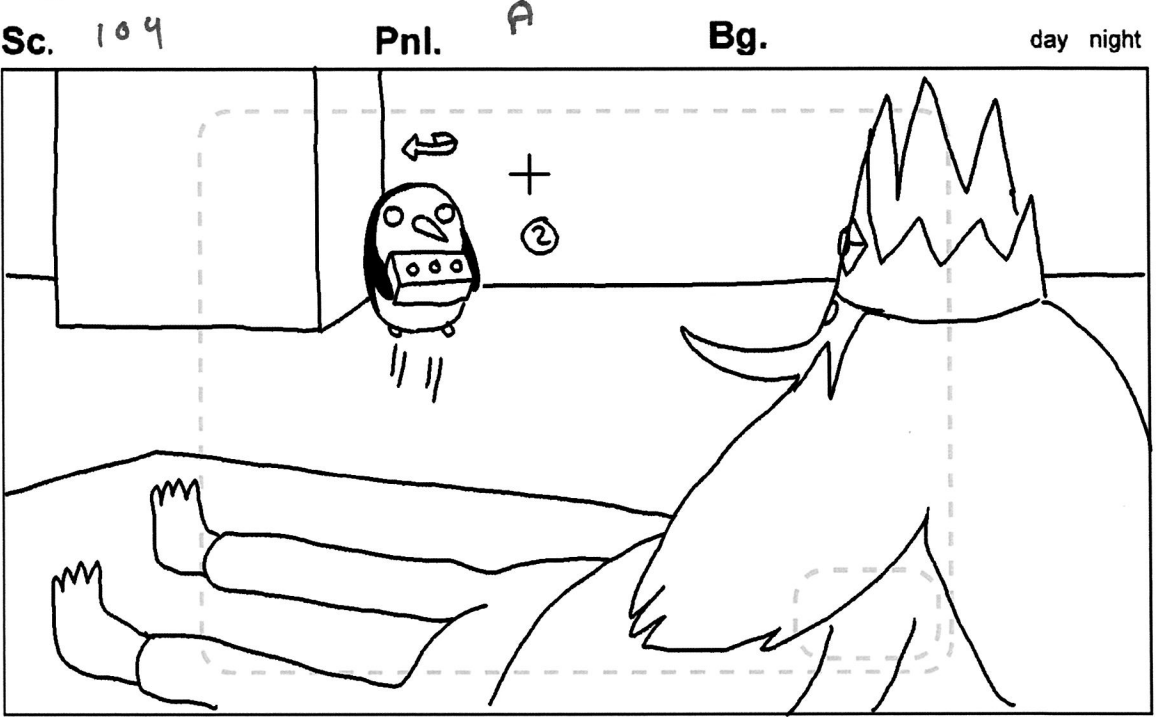
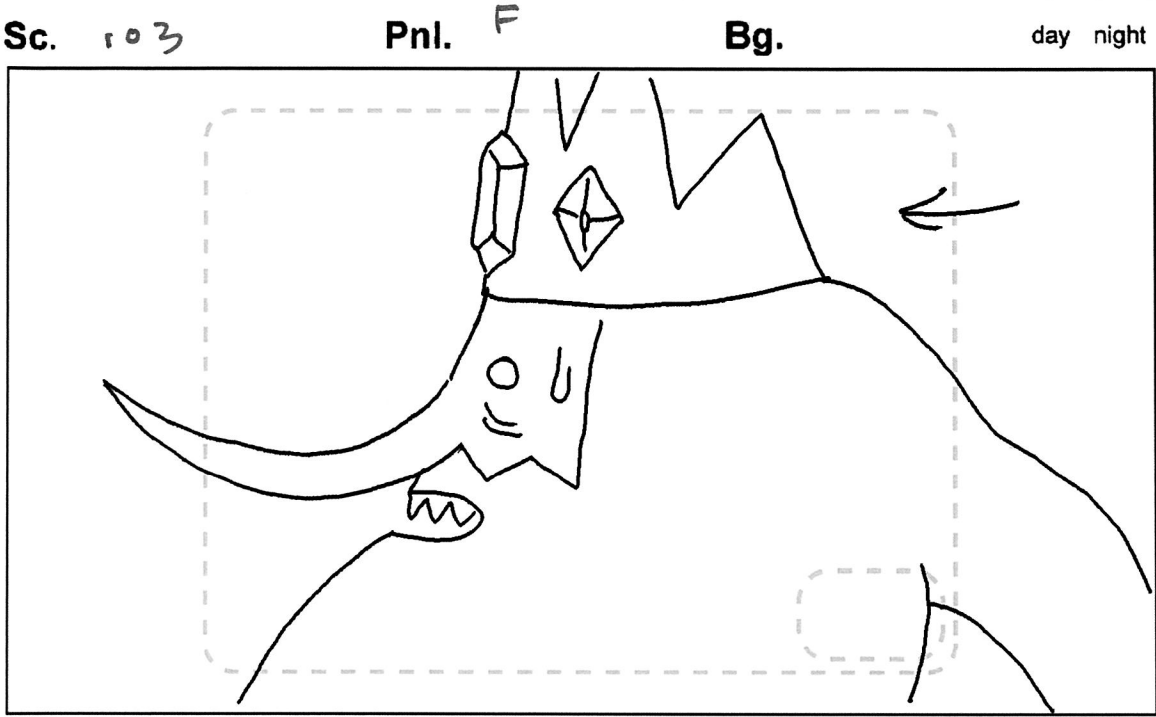
ADVENTURE TIME



Dialog:	(K) WHEW!	~ CLEARS THROAT ~
Action:	CROWN SLIDES FORWARD.	
Timing:		

1025-195  
EPISODE #  
Production :

ADVENTURE TIME



Dialog: PANTING  
(1K) GUNTER, DID YOU SEE HOW THIS HAPPENED.

Action:

Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 109

Pnl. A

Bg.

day night

Sc. 109

Pnl. B

Bg.

day night

Dialog:

Sfx / CLUNK

Action:

Timing:

1025-195

EPISODE #

Production :

# ADVENTURE TIME

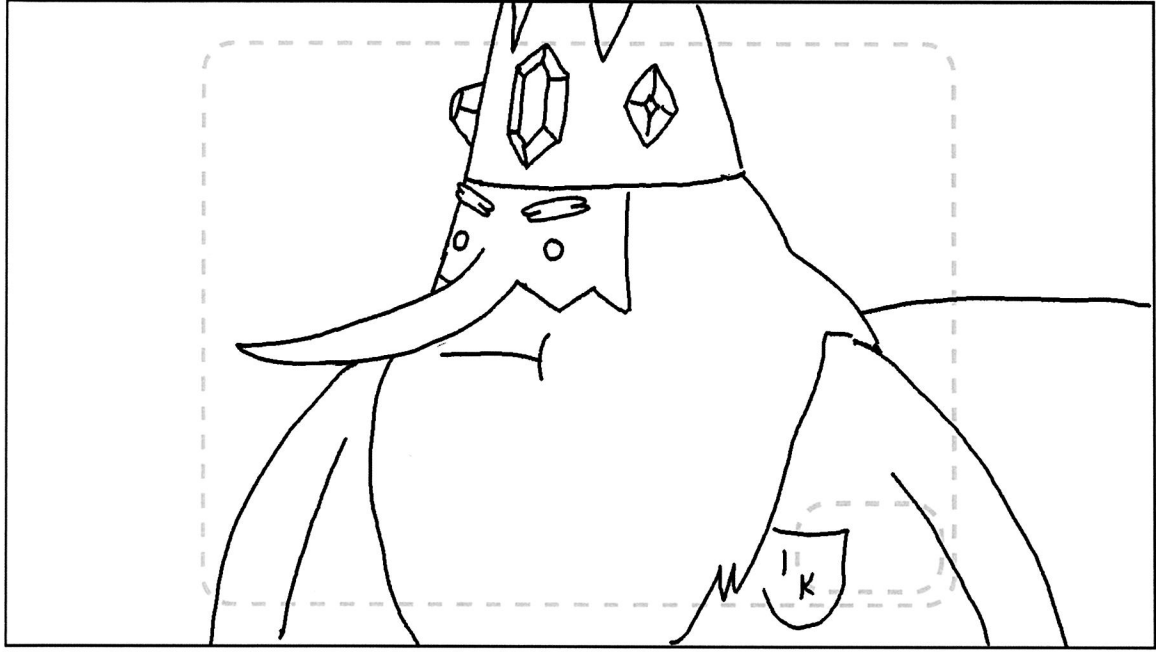


Sc. 106

Pnl. A

Bg.

day night

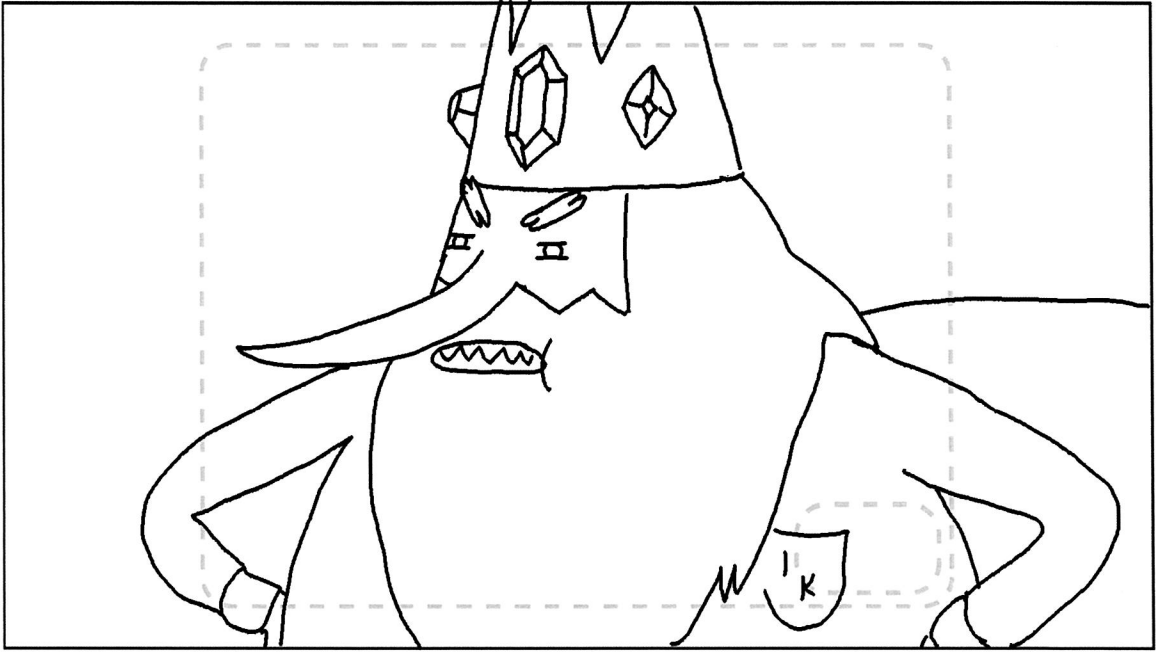


Sc. 106

Pnl. B

Bg.

day night



Dialog:	(K) I LOVE YOU, GUNTHER , BUT I'M ONTO YOUR BUSINESS.
Action:	S. P.
Timing:	

EPISODE # 1025-19S  
Production :

# ADVENTURE TIME

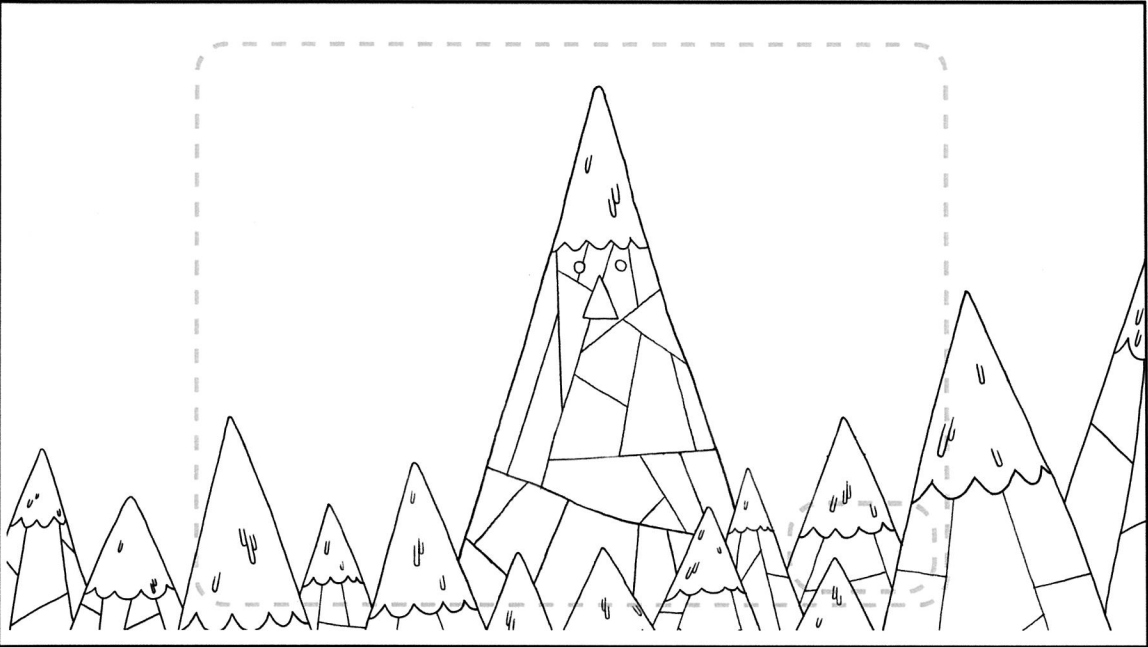


Sc. 107

Pnl. A

Bg.

day night

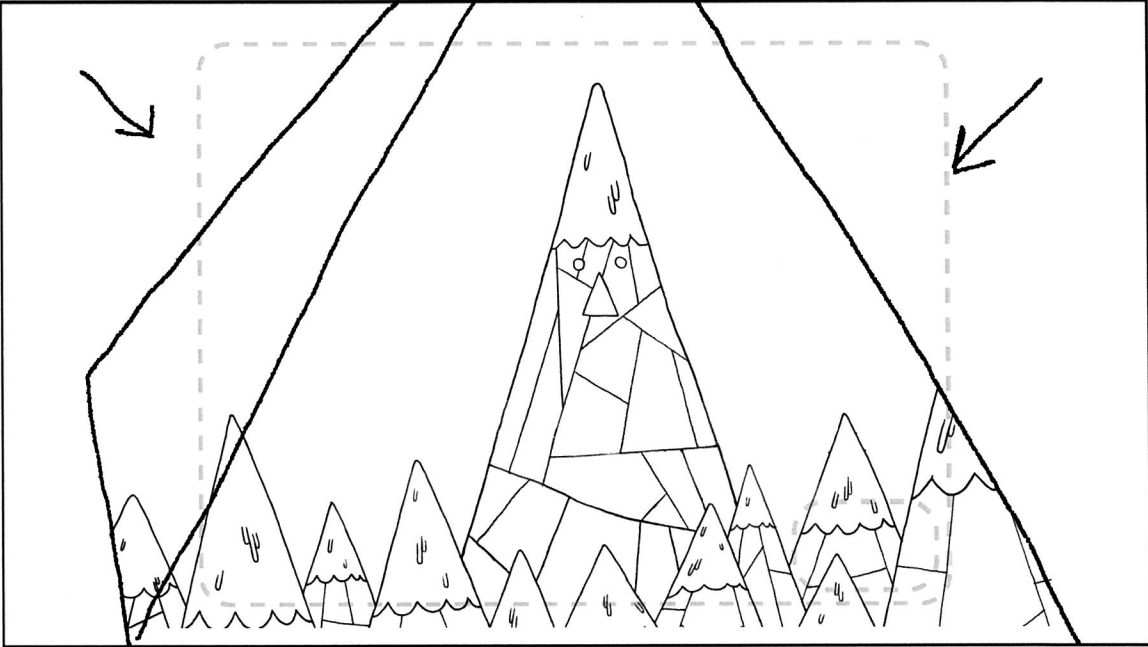


Sc. 108

Pnl. A

Bg.

day night



<b>Dialog:</b>
<b>Action:</b>
<b>Timing:</b>

Production : 1025-195 EPISODE #

# ADVENTURE TIME



Sc. 108

Pnl. B

Bg.

day night

Sc. 109

Pnl. A

Bg.

day night

Dialog:	© UEH,
Action:	
Timing:	

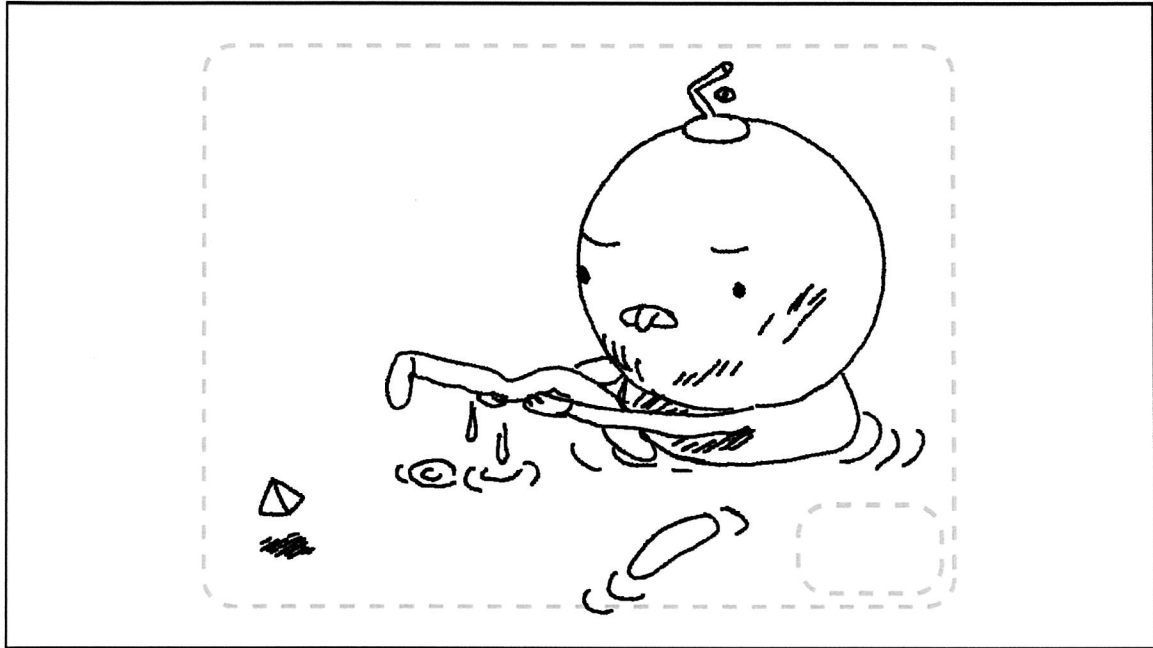
1025-195  
EPISODE #  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

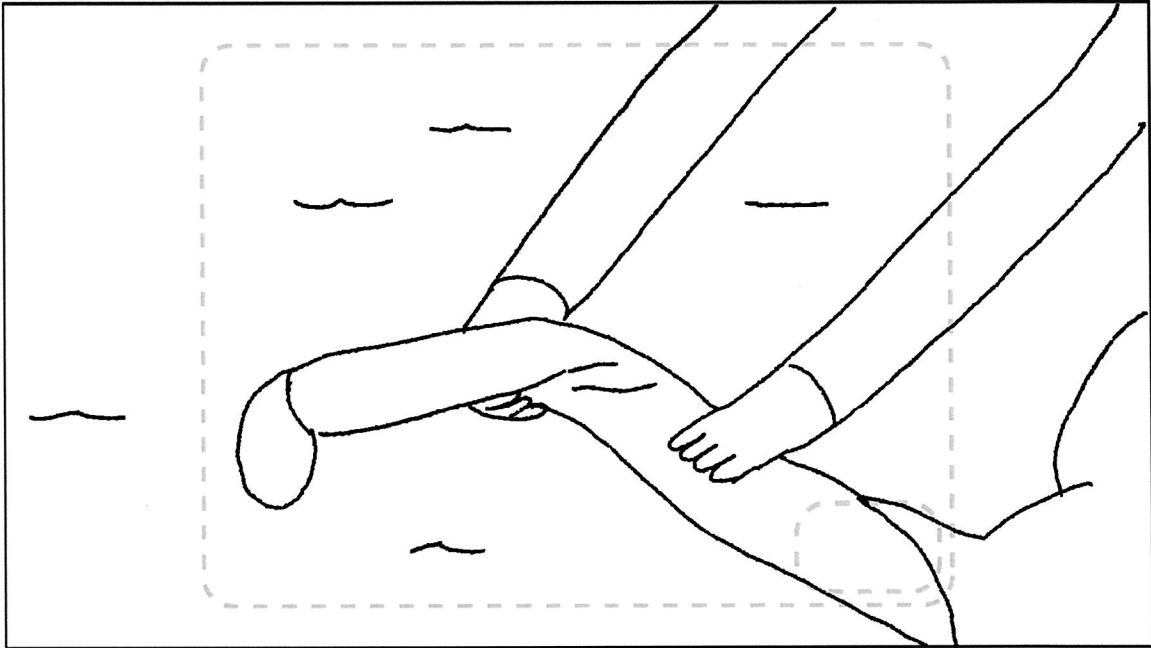
ADVENTURE TIME



Sc. 109 Pnl. B Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog:
© JUST LIKE THAT HUH.
© AAANNND . . . HUP!
Action:
Timing:

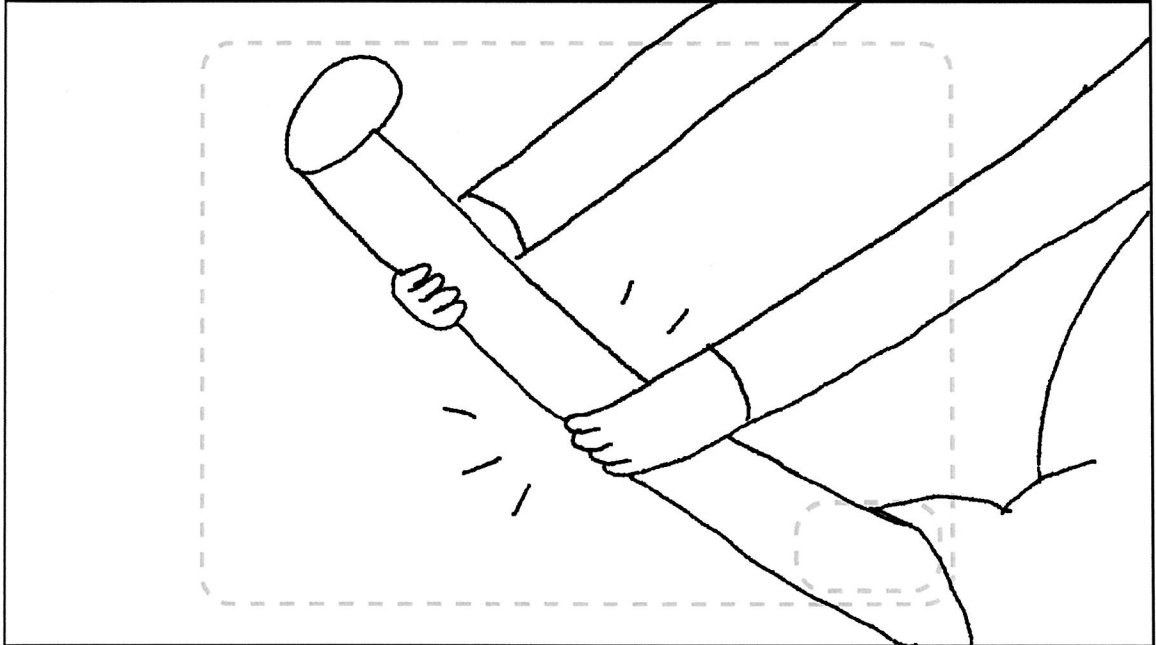
EPISODE # 1025-1A5 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

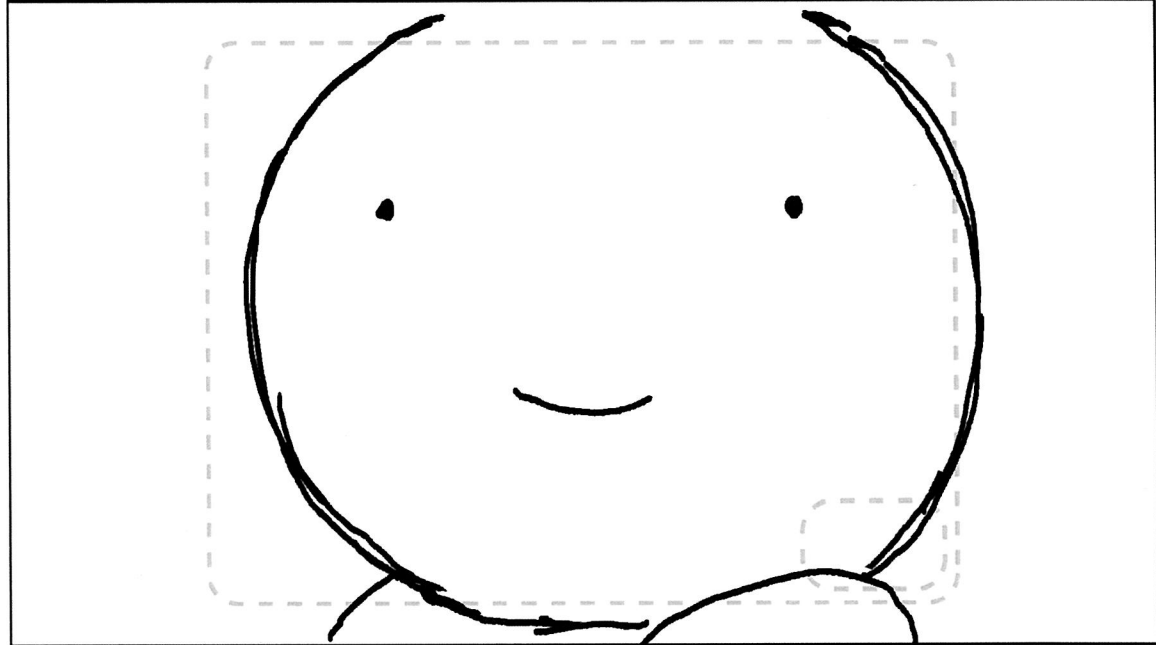
# ADVENTURE TIME



Sc. 110 Pnl. B Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog: (SFX) SNAP

Action:

Timing:

EPISODE # 1025-195  
Production :

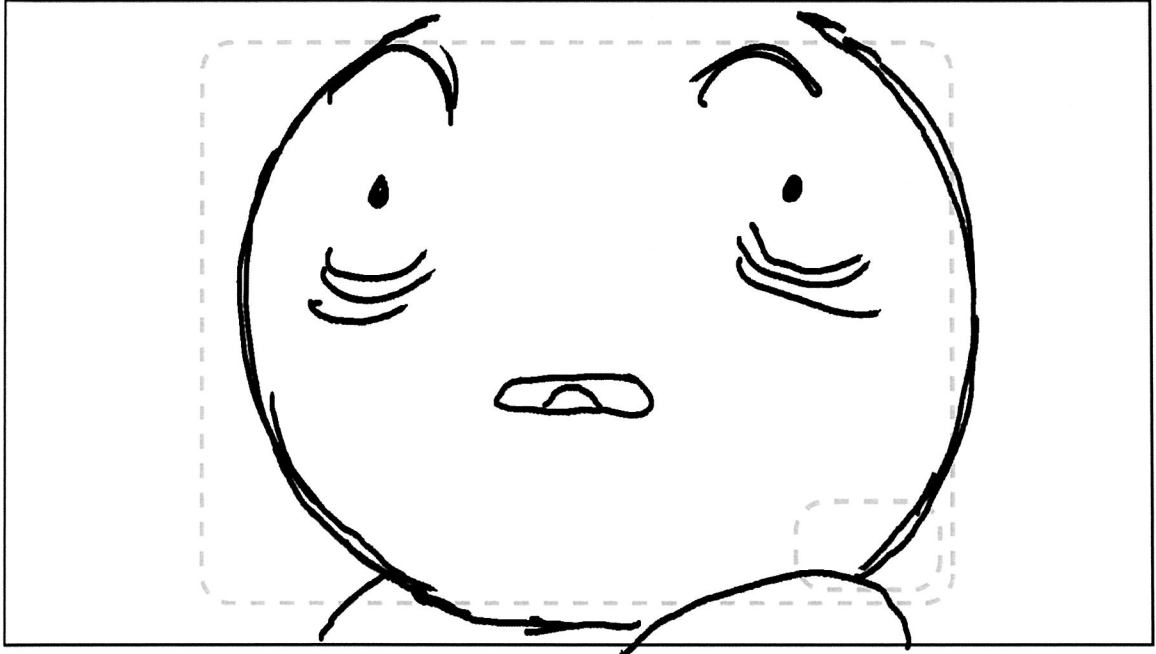


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

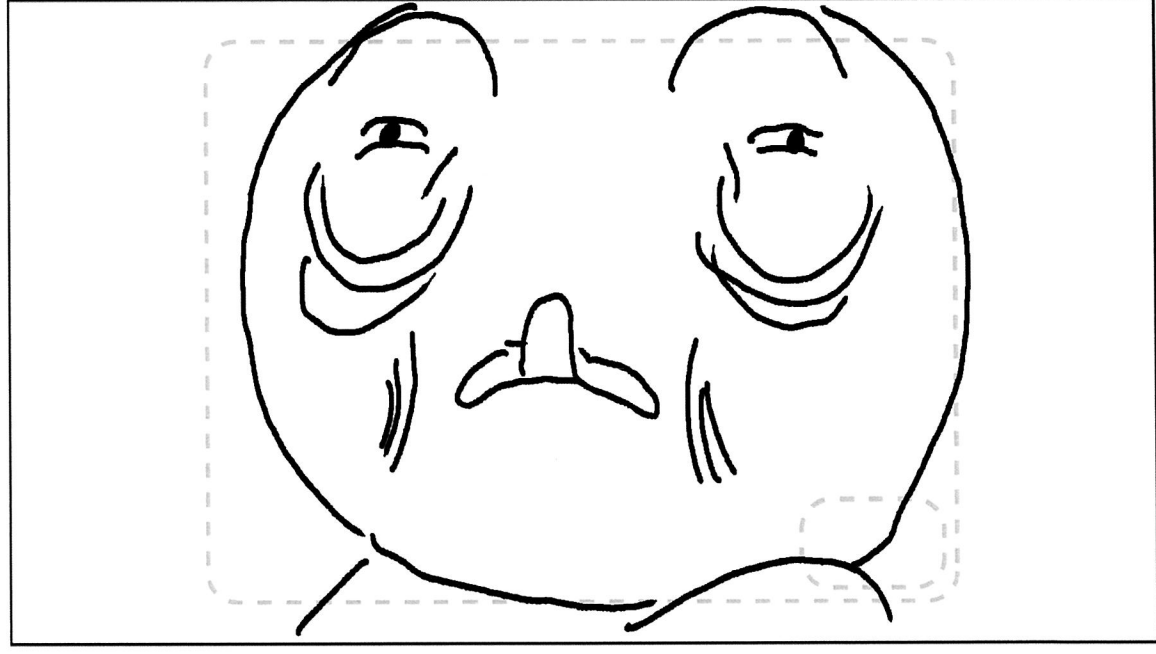
# ADVENTURE TIME



Sc. ( ) Pnl. 6 Bg. day night



Sc. ( ) Pnl. 7 Bg. day night



Dialog:

Action: STARTS LOSING COLOUR TOTALLY WHITE.

Timing:

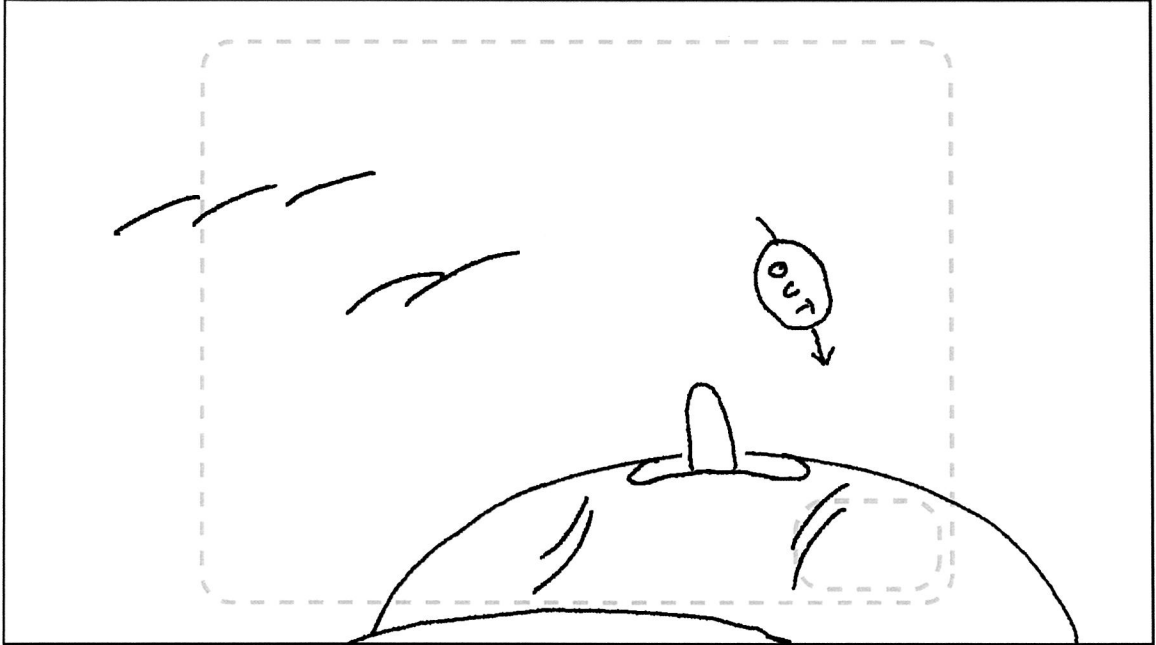
EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

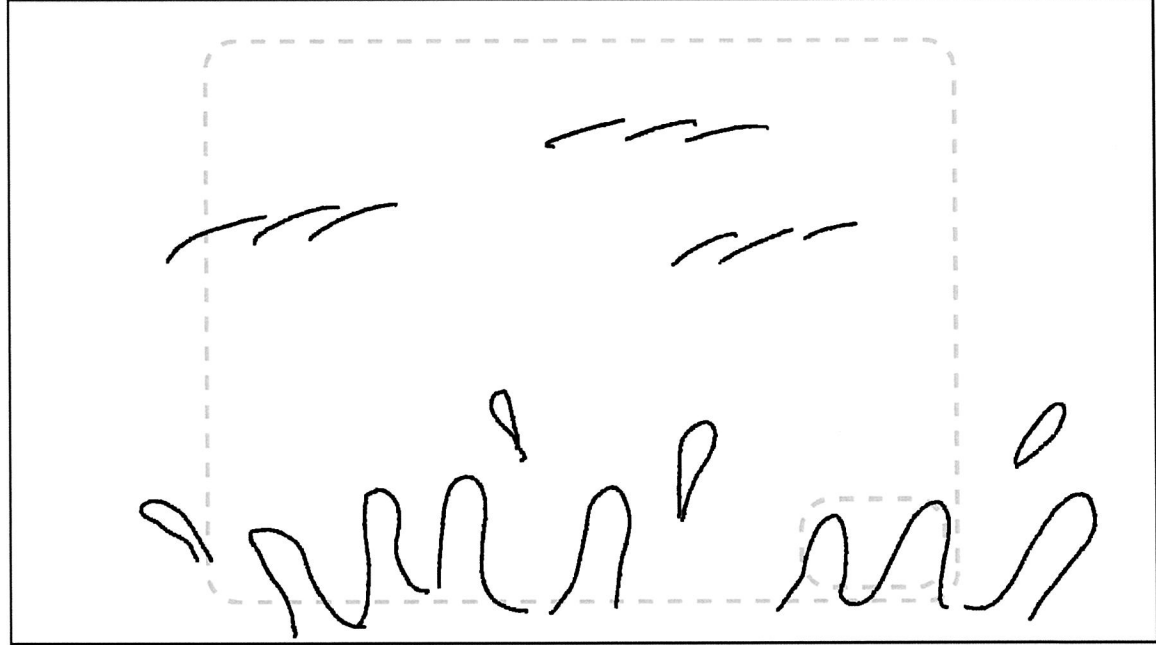
ADVENTURE TIME



Sc. (11) Pnl. 0 Bg. day night



Sc. (11) Pnl. 2 Bg. day night



Dialog:	(SFX) - SPLASH -
Action:	
Timing:	

EPISODE # 1025-195  
Production :

© 2000 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

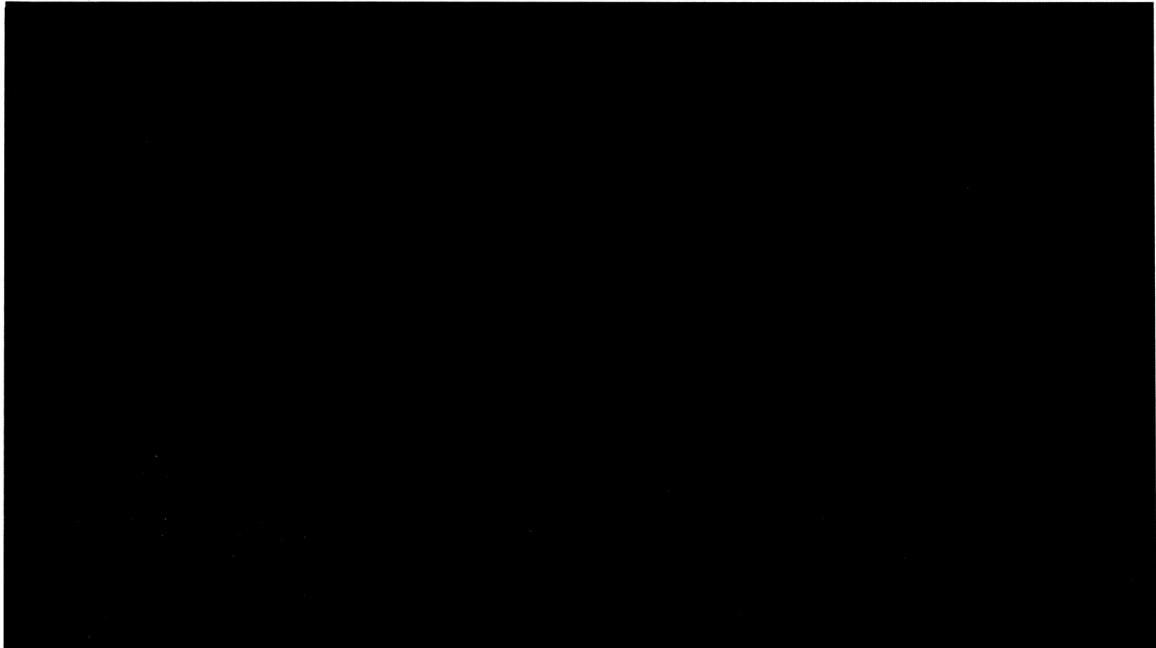


Sc. 112

Pnl. A

Bg.

day night

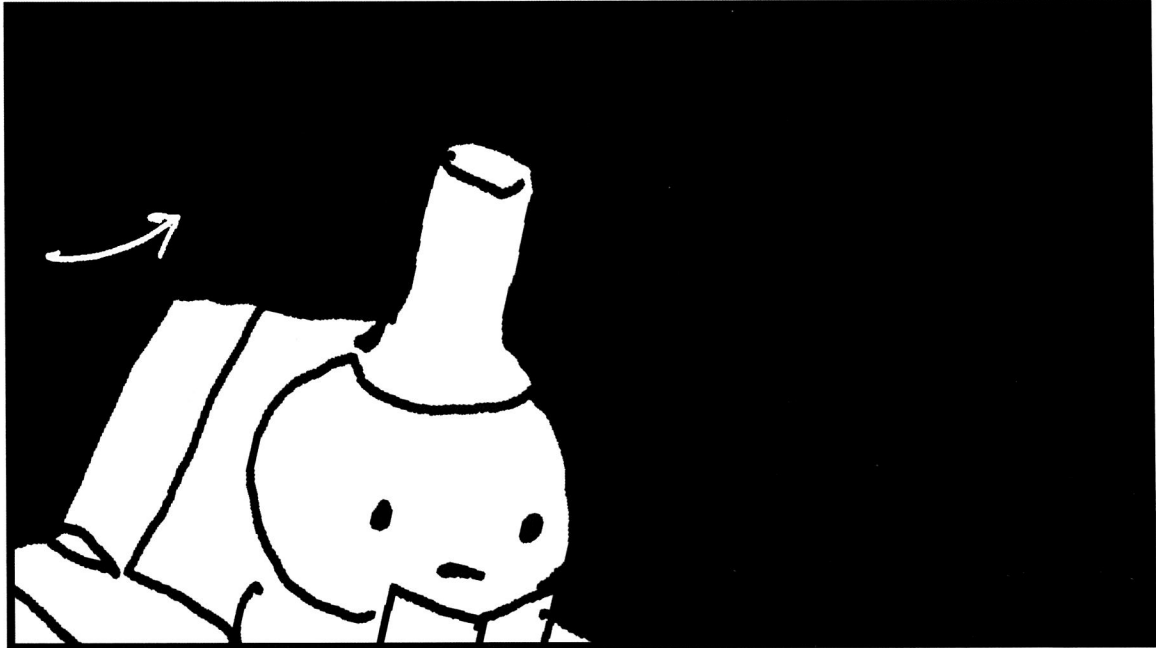


Sc. 112

Pnl. B

Bg.

day night



Dialog:

Action:

FADE TO BLACK

FLOATS IN

Timing:

1025-105

EPISODE #

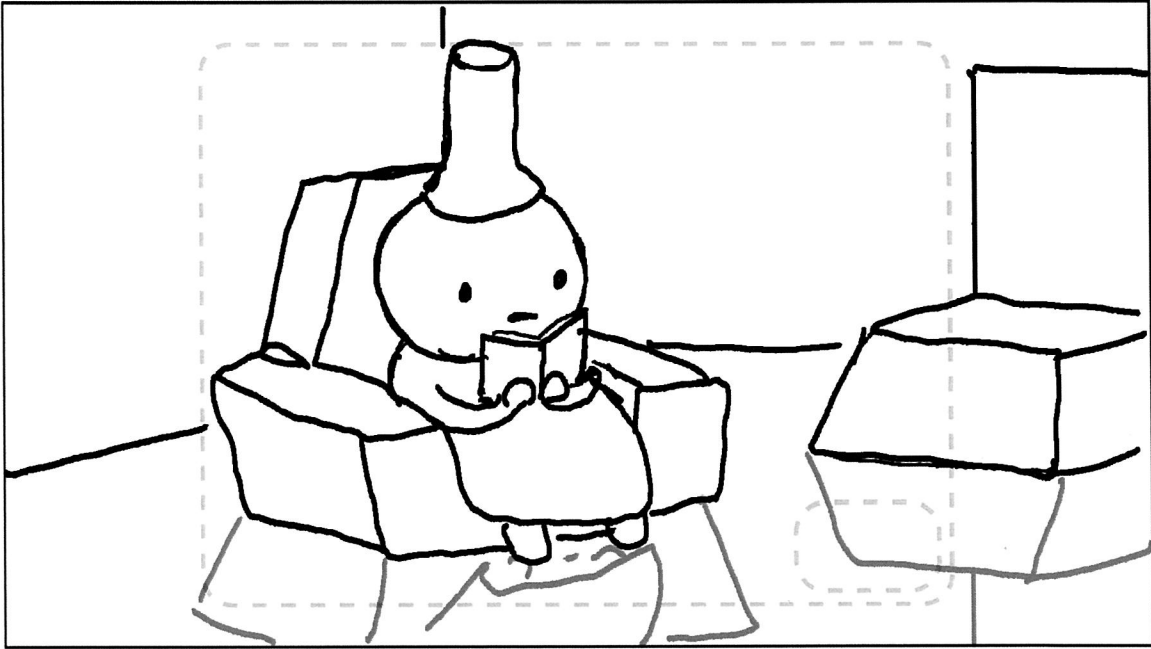
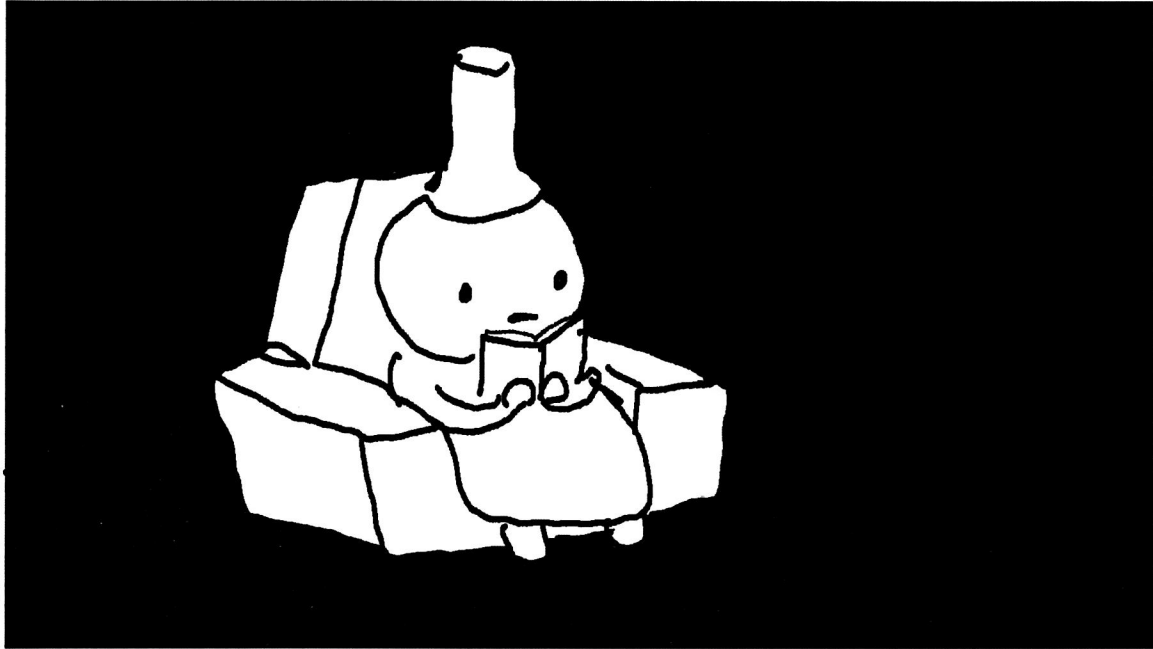
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 112 Pnl. c Bg. day night Sc. 112 Pnl. D Bg. day night



Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

© 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

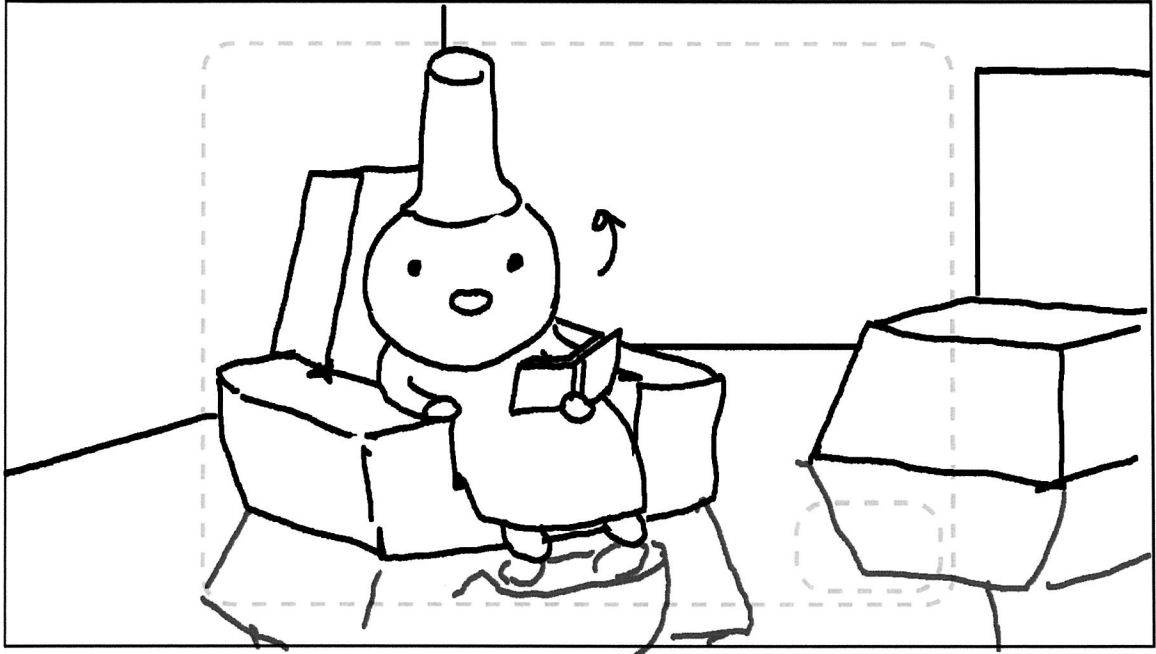


Sc. 112

Pnl. E

Bg.

day night

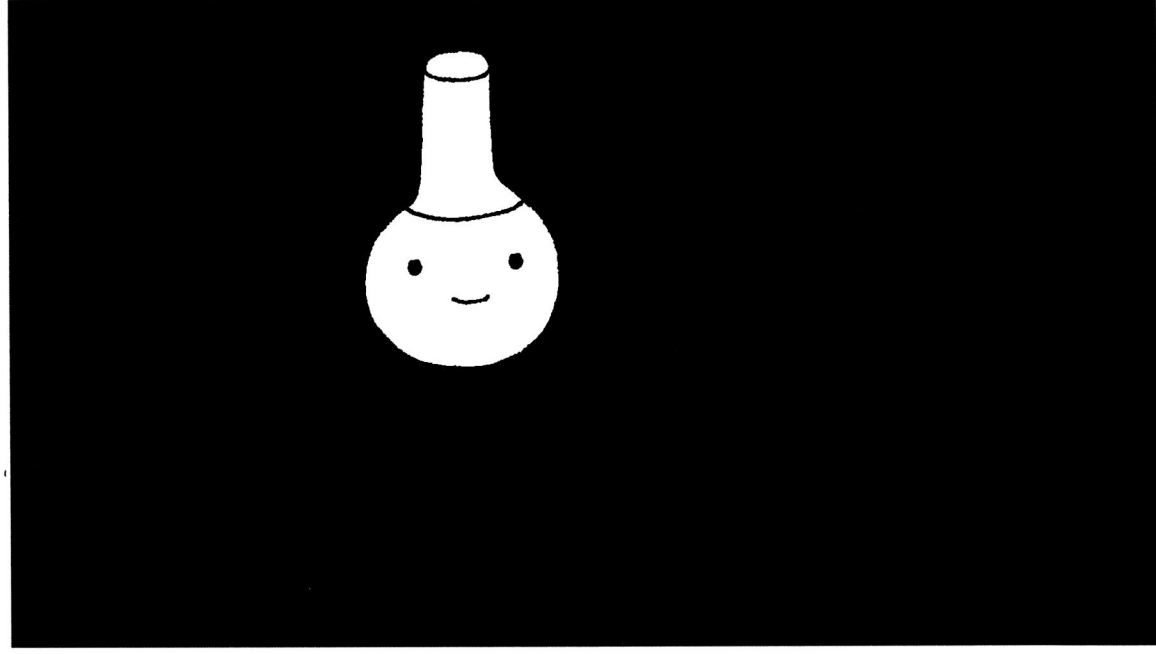


Sc. 112

Pnl. F

Bg.

day night



Dialog: (T) YOU CAN DO IT, CUBER.

Action: FADE TO BLACK.

Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME

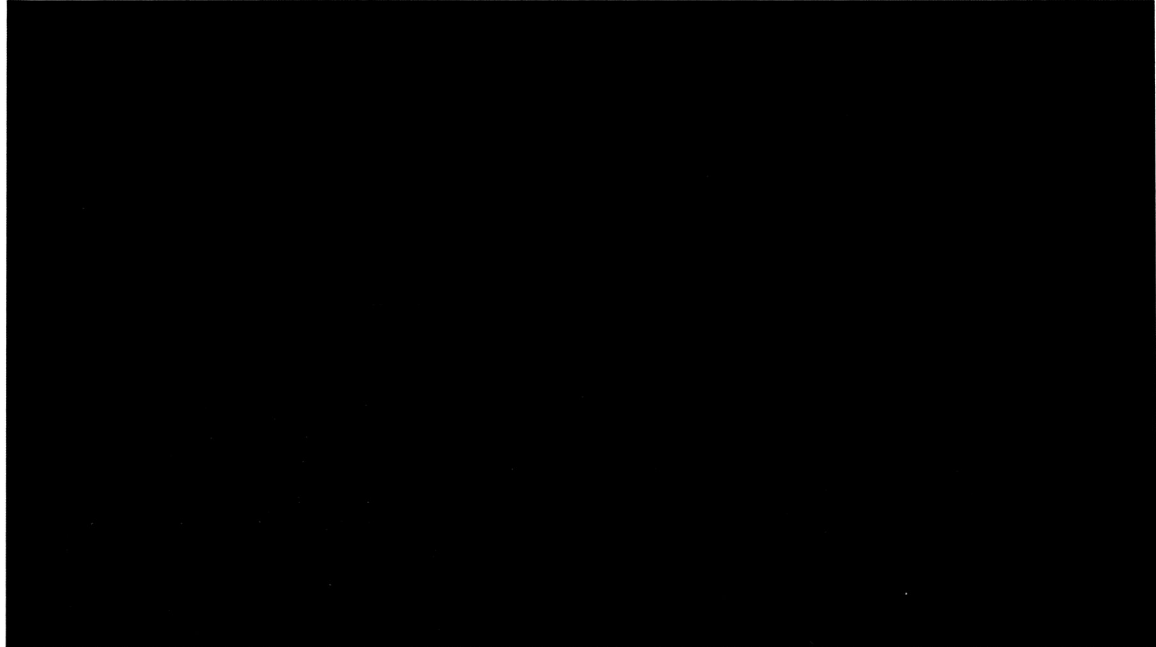


Sc. 113

Pnl. A

Bg.

day night

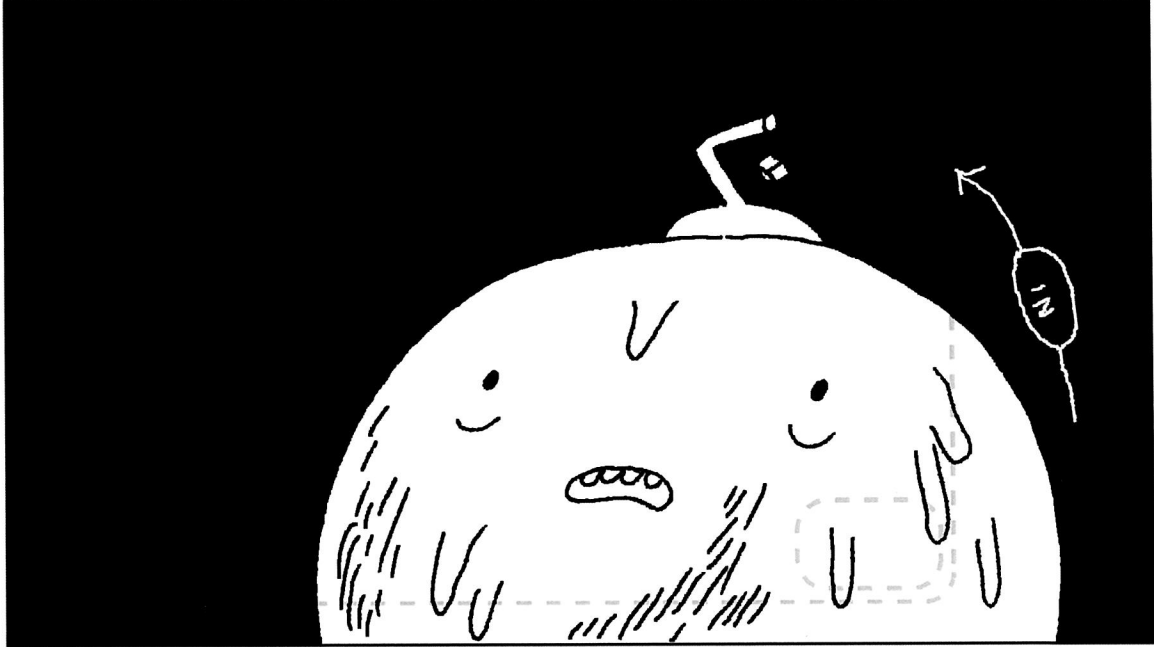


Sc. 113

Pnl. B

Bg.

day night



Dialog:	Q : INTAKE OF BREATH :
Action:	
Timing:	

1025-195

EPISODE #

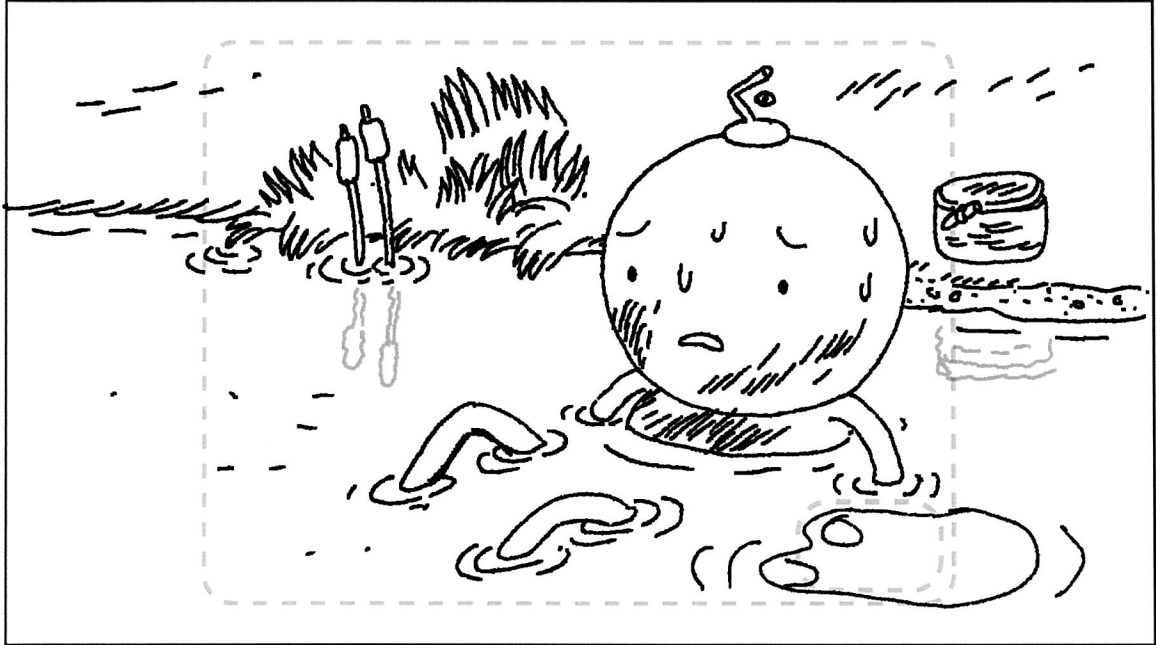
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

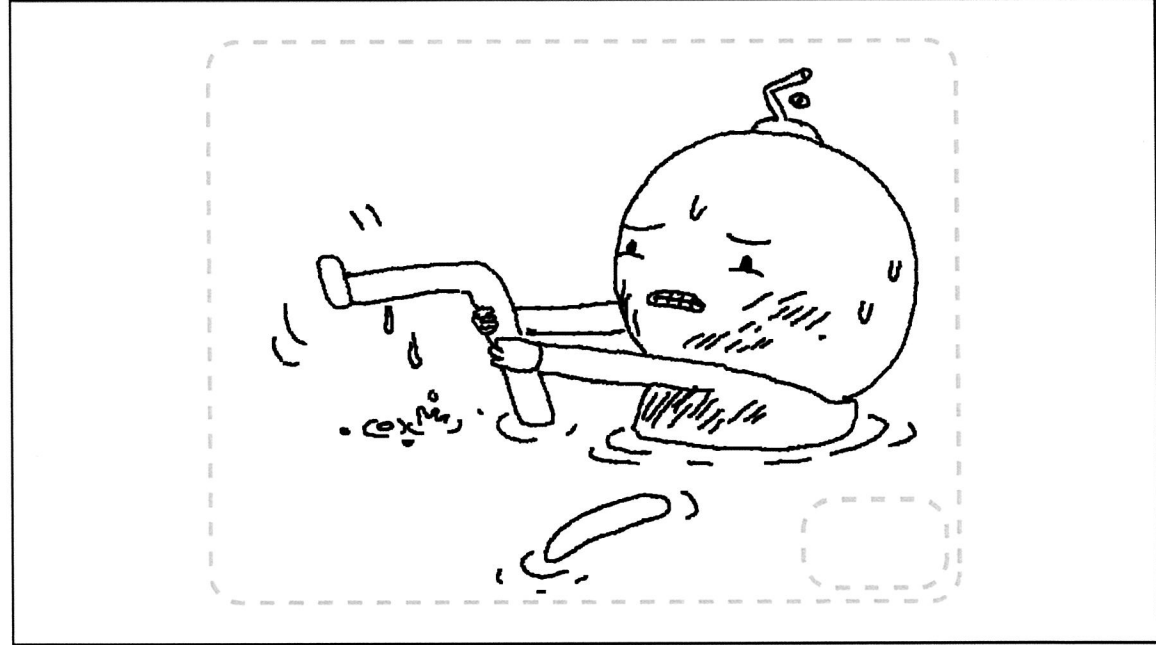
ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 114 Pnl. B Bg. day night



Dialog:

Q : HISS :

Action:

NIGHTTIME

GINGERLY TESTS LEG.

Timing:

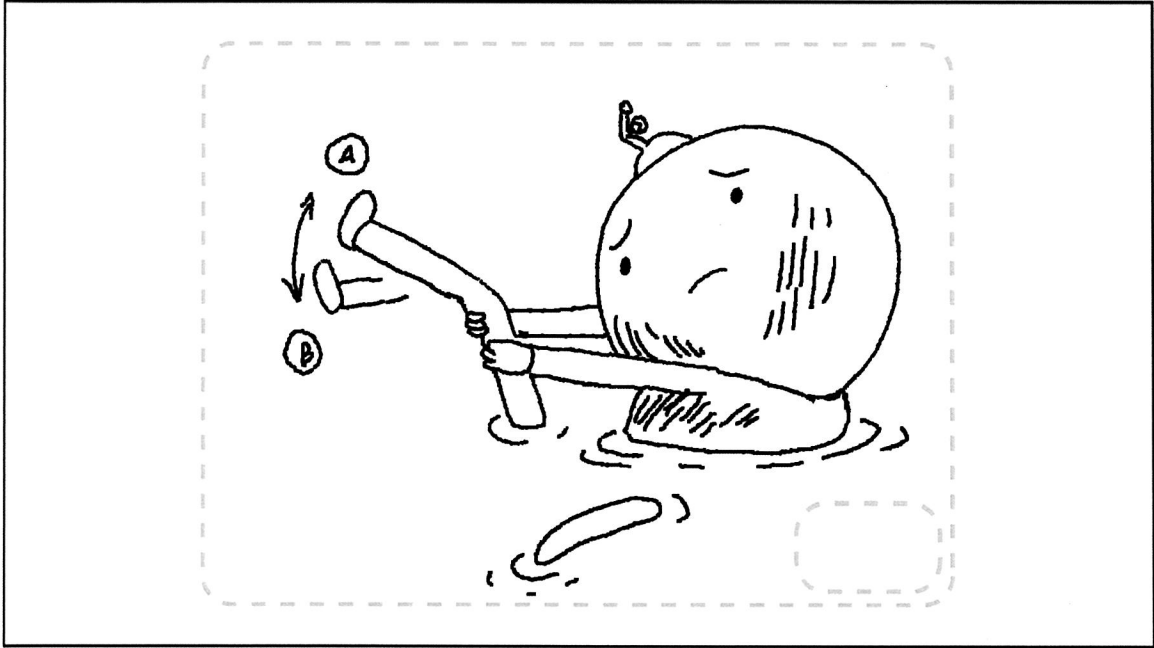
EPISODE # 1025-195

Production :

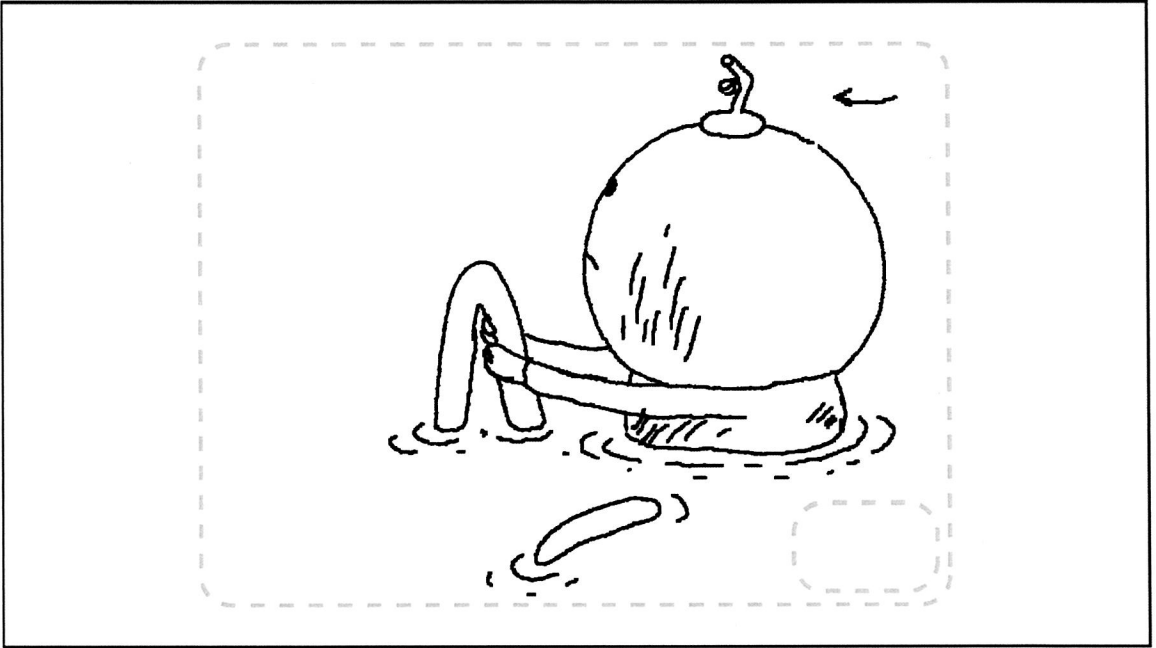
ADVENTURE TIME



Sc. 114 Pnl. C Bg. day night



Sc. 114 Pnl. D Bg. day night



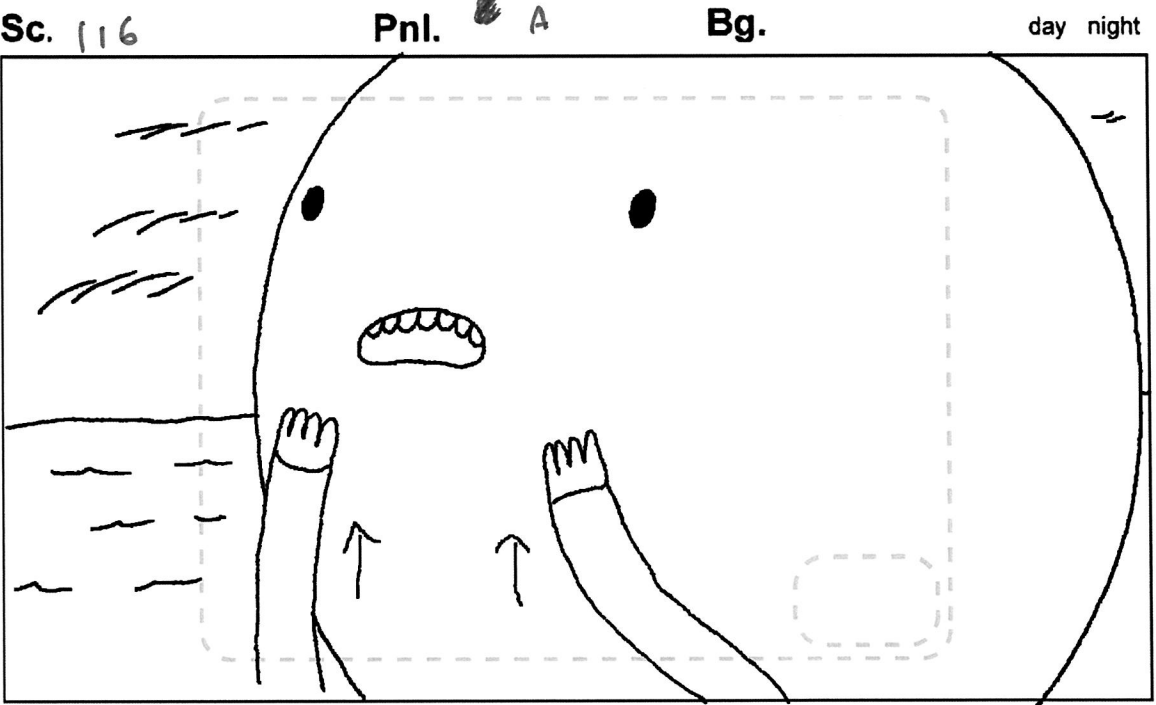
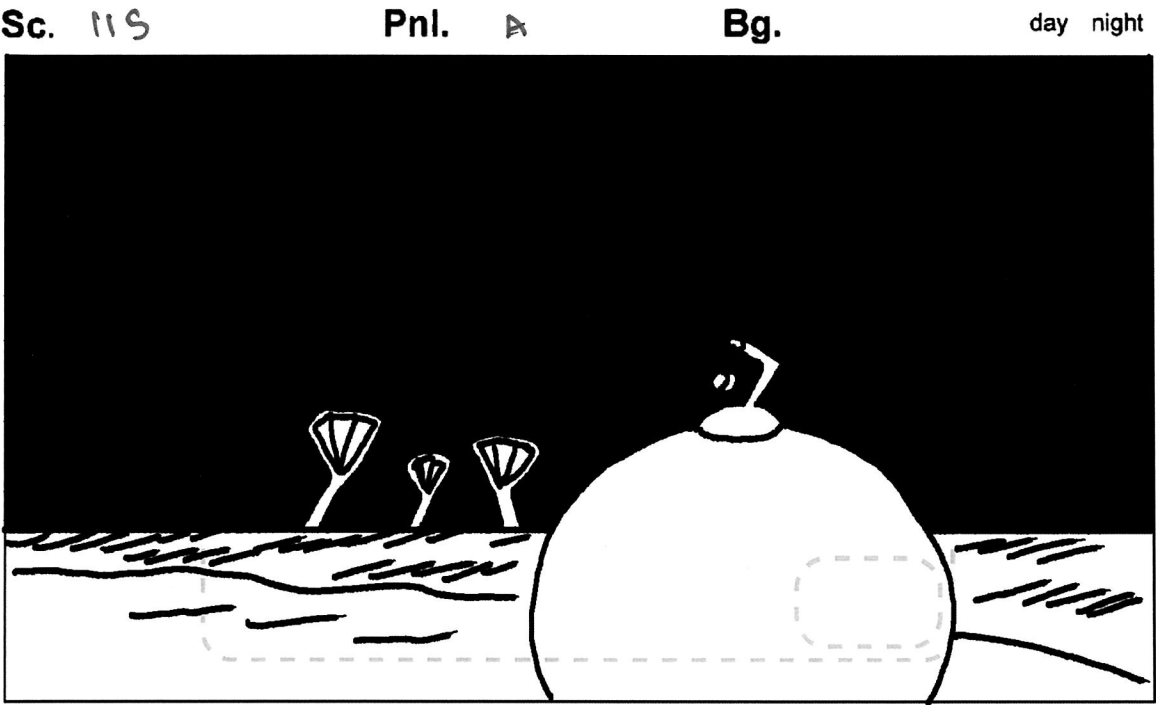
Dialog:
C / m m m
Action:
A B A B
Timing:

Production : 1025-195 EPISODE #



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	©/ "YOU CAN DO IT, CUBER"
Action:	SPOTLIGHTS SEARCHIN.
Timing:	

EPISODE # 1025-106  
Production :

# ADVENTURE TIME



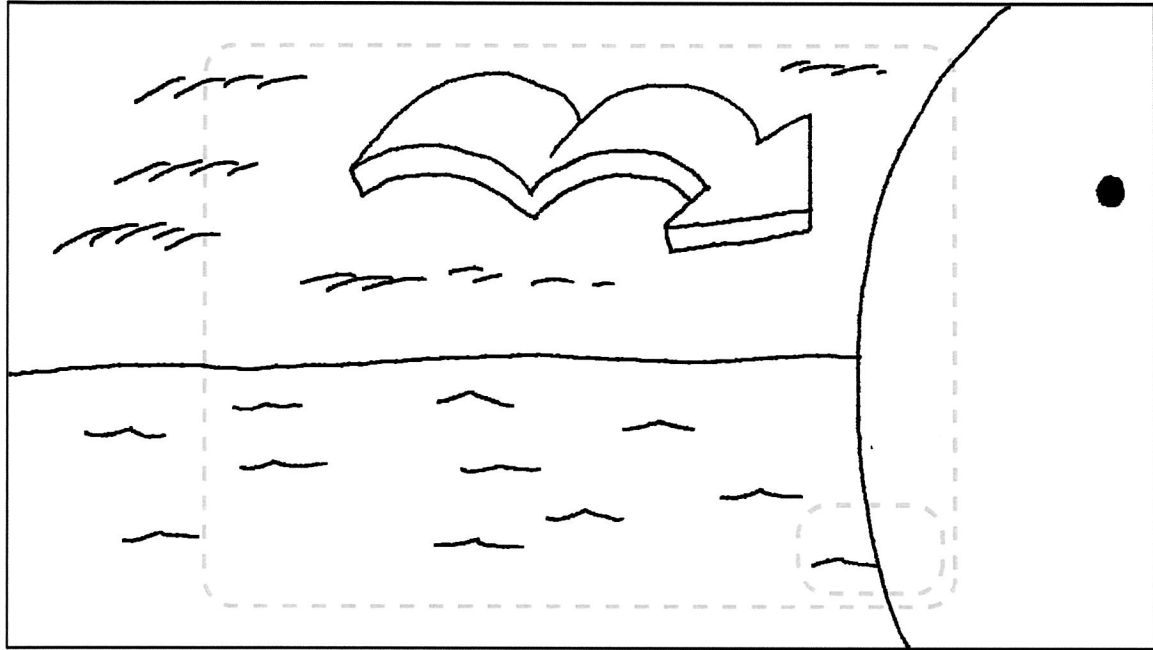
Page 170

Sc. 116

Pnl. B

Bg.

day night

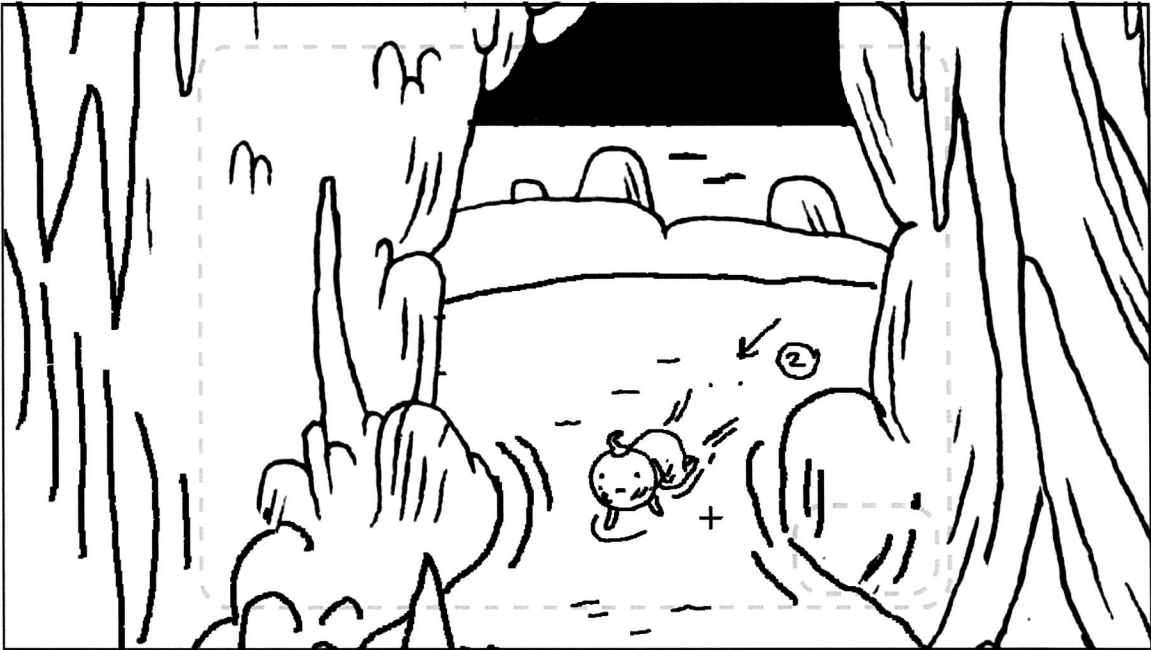


Sc. 117

Pnl. A

Bg.

day night



Dialog:

① YOU CAN RUN AWAY.

Action:

CRAWLING  
①

Timing:

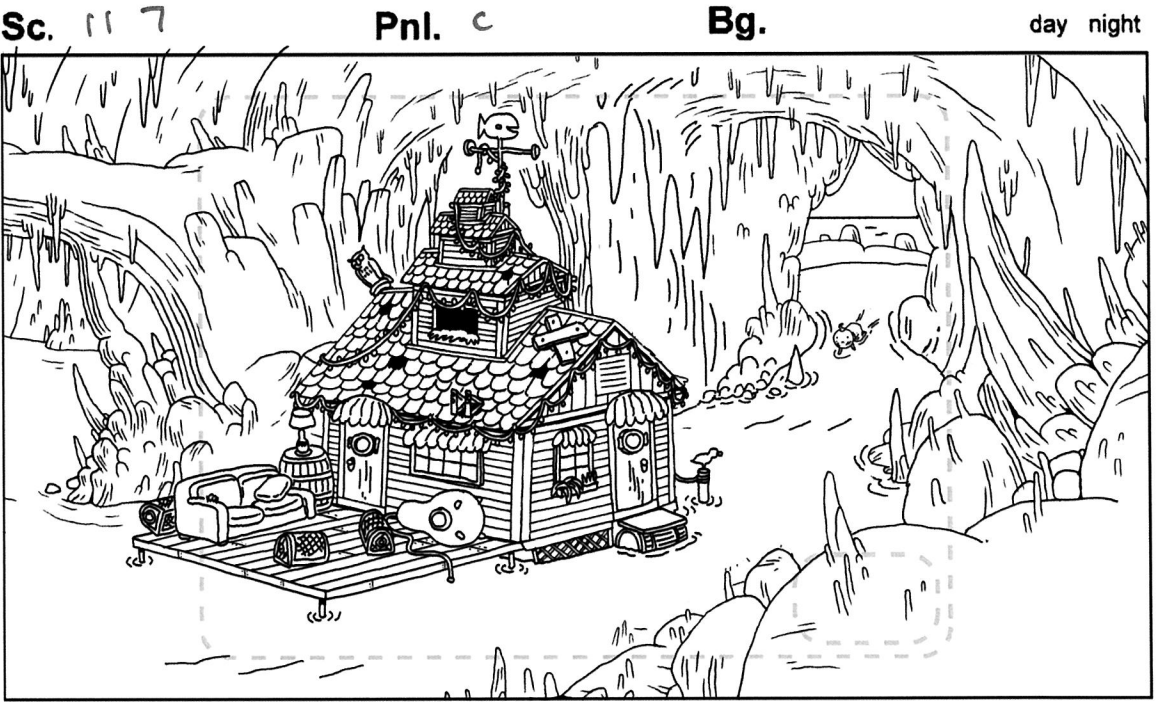
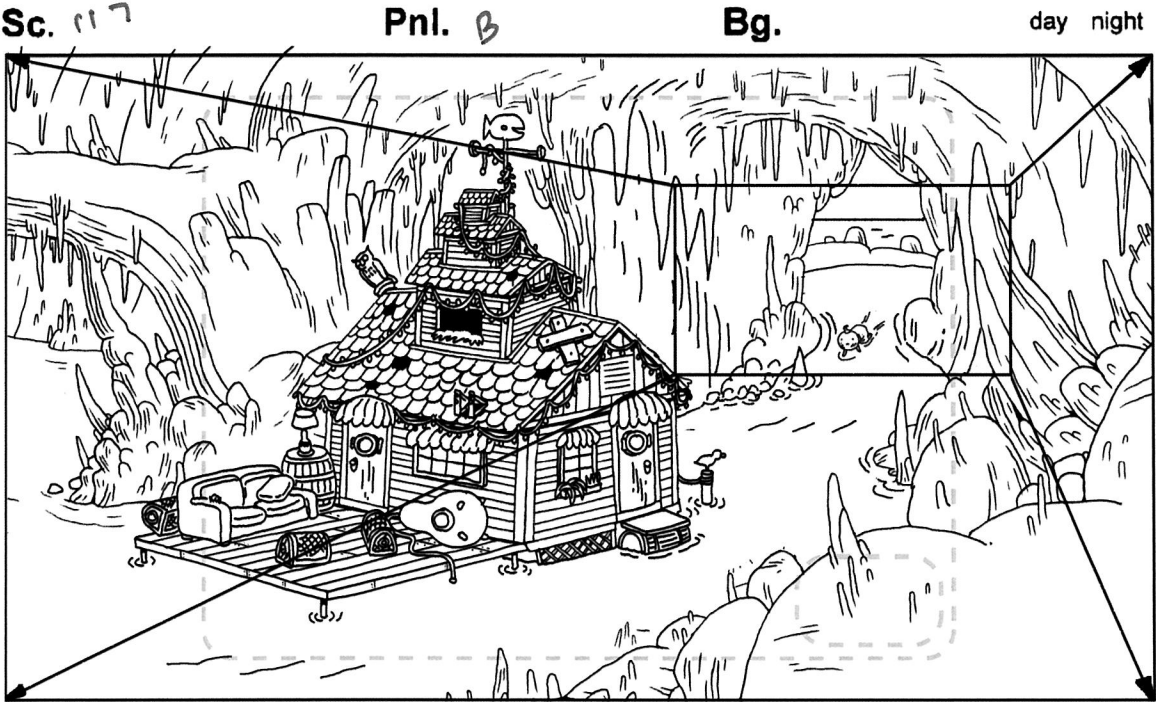
1025-195

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



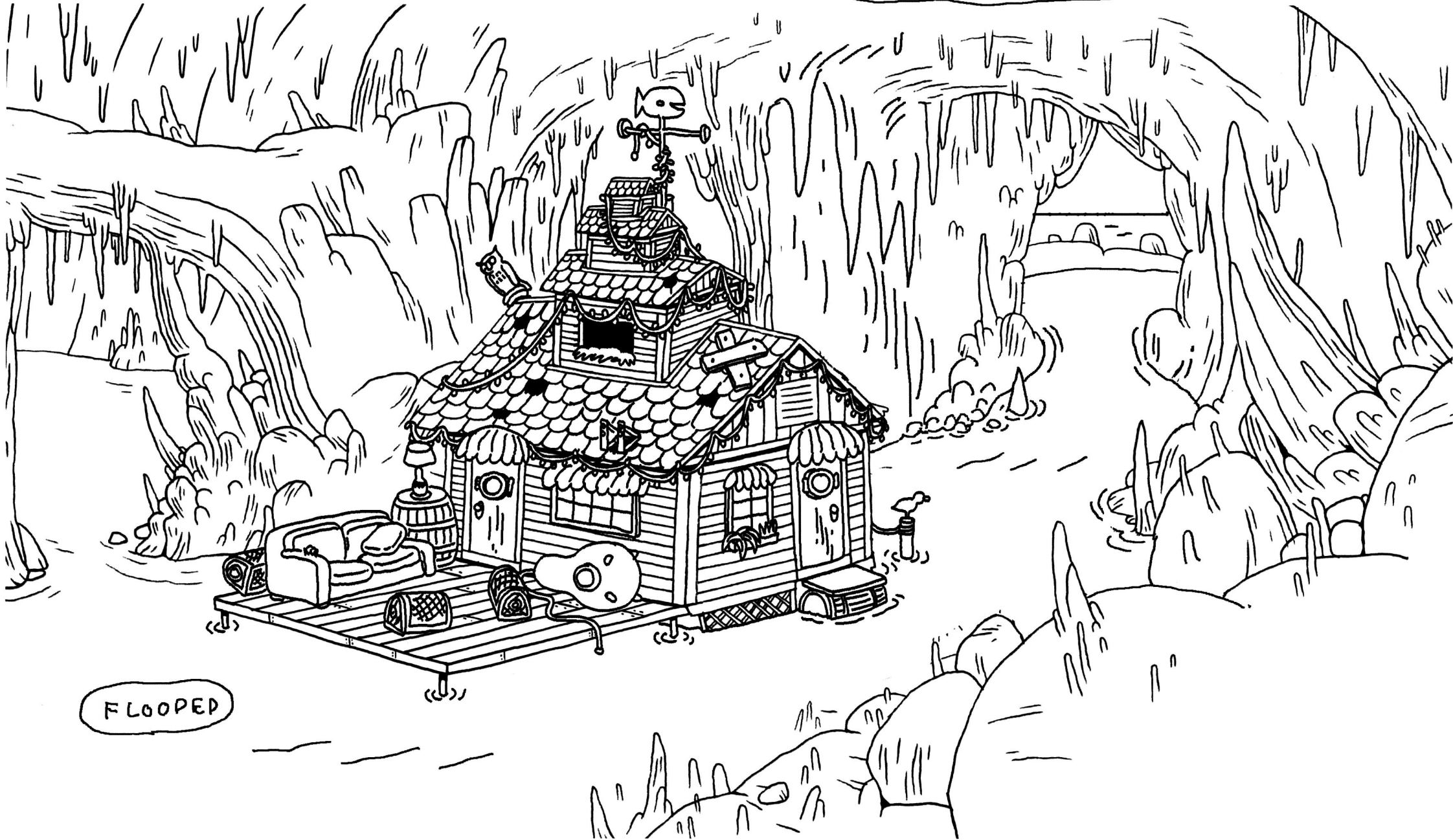
Dialog:
Action:
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME

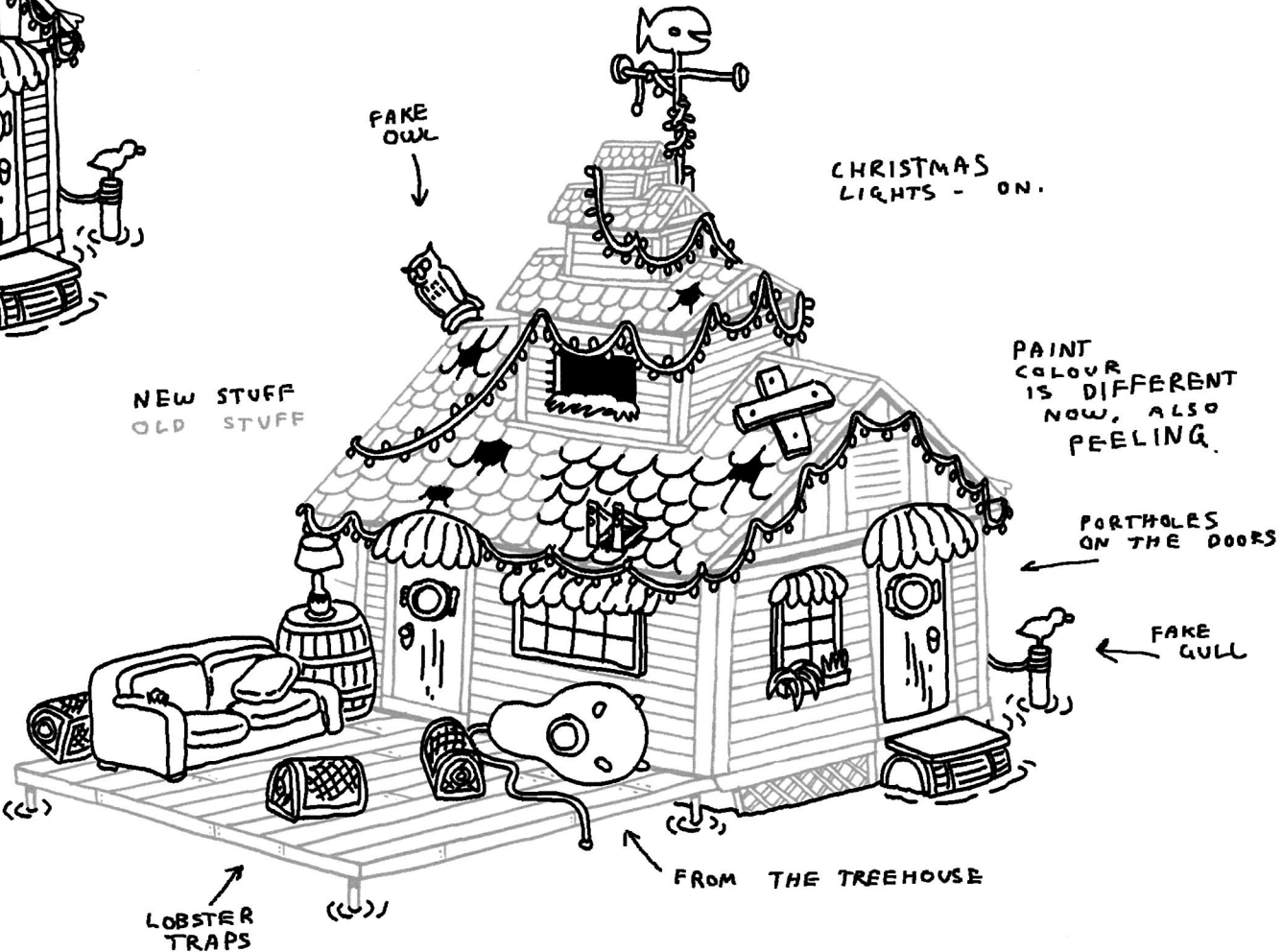
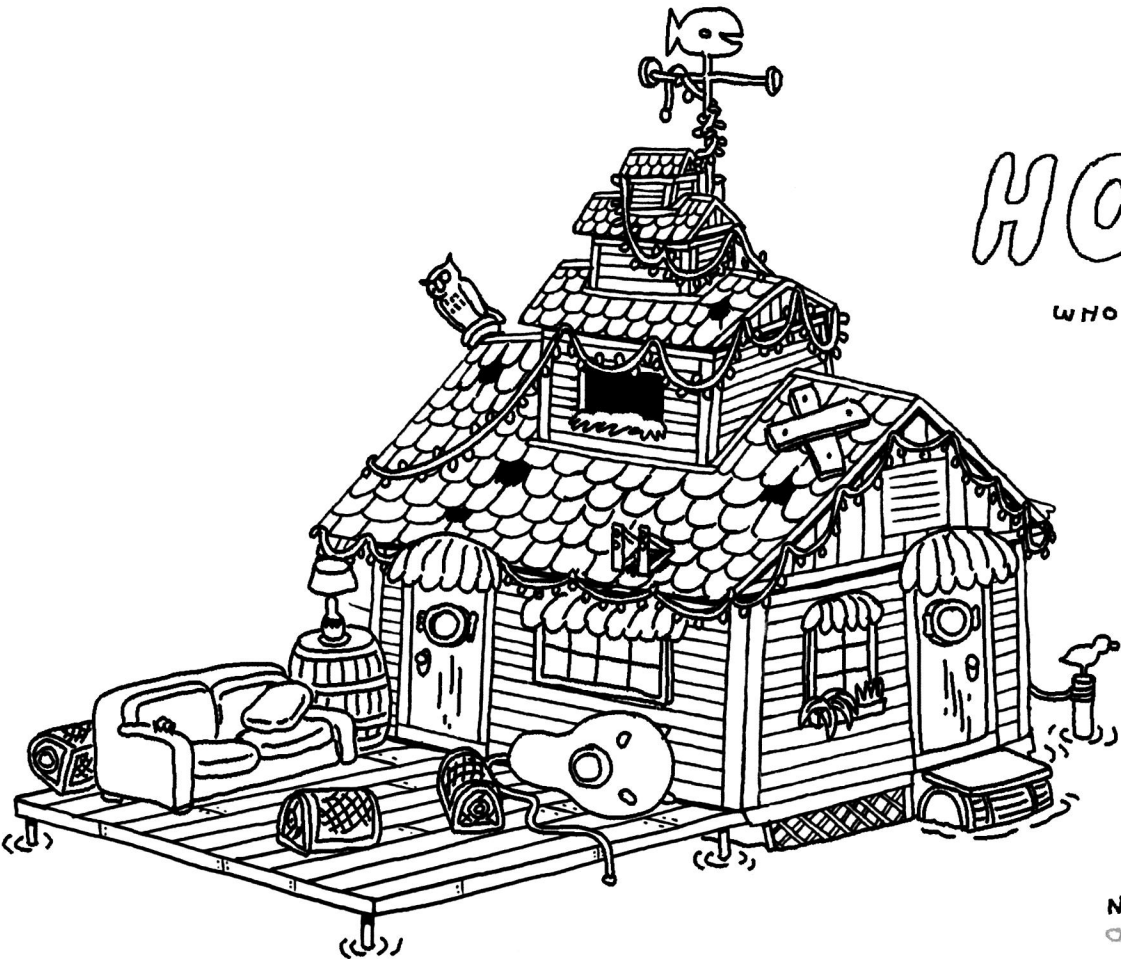


CAVE ENTRANCE CHEATED  
THIS WAY. →



# HOUSE

WHO LIVES HERE?

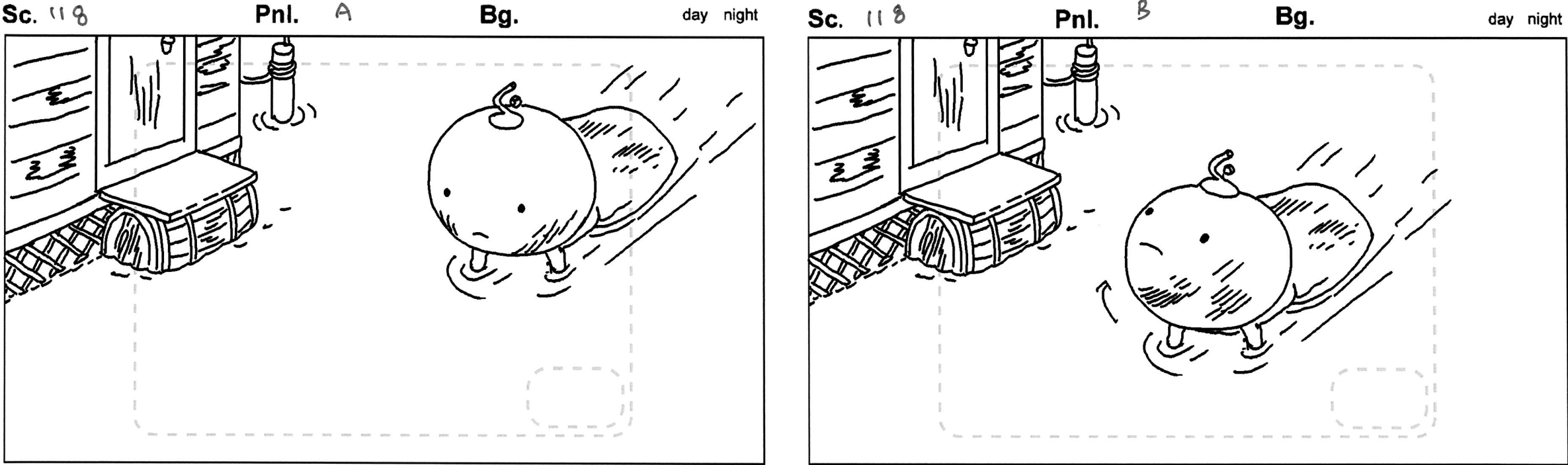


1025-195

EPISODE #

Production :

# ADVENTURE TIME

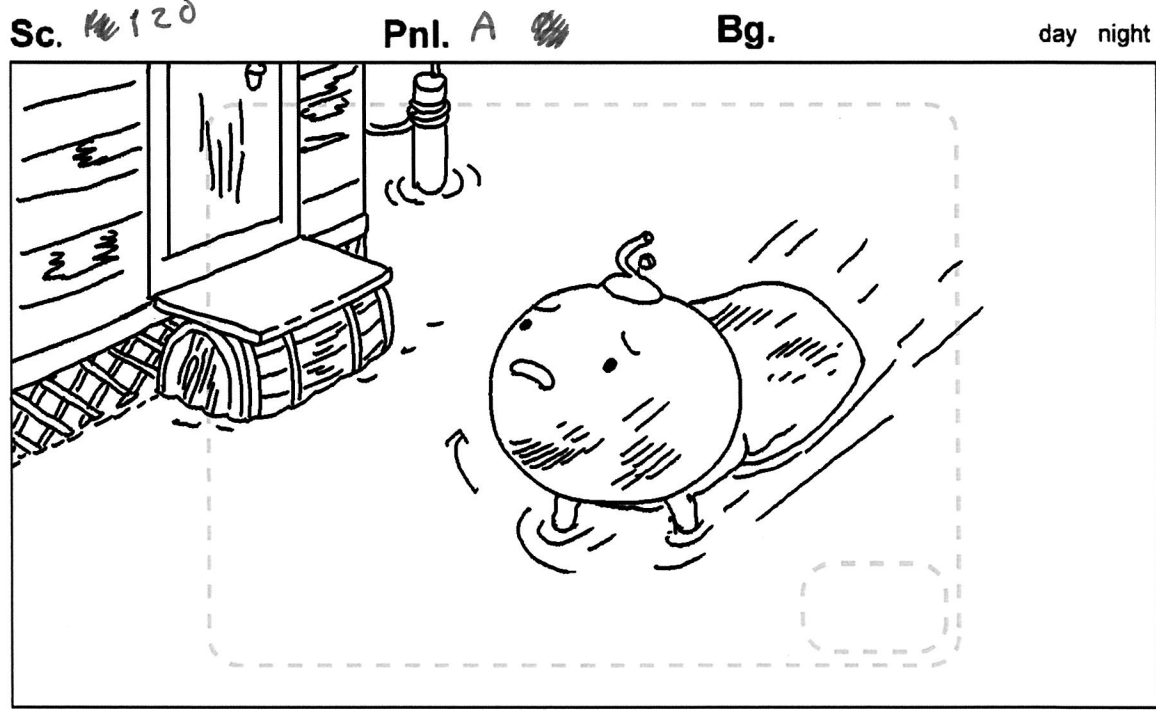
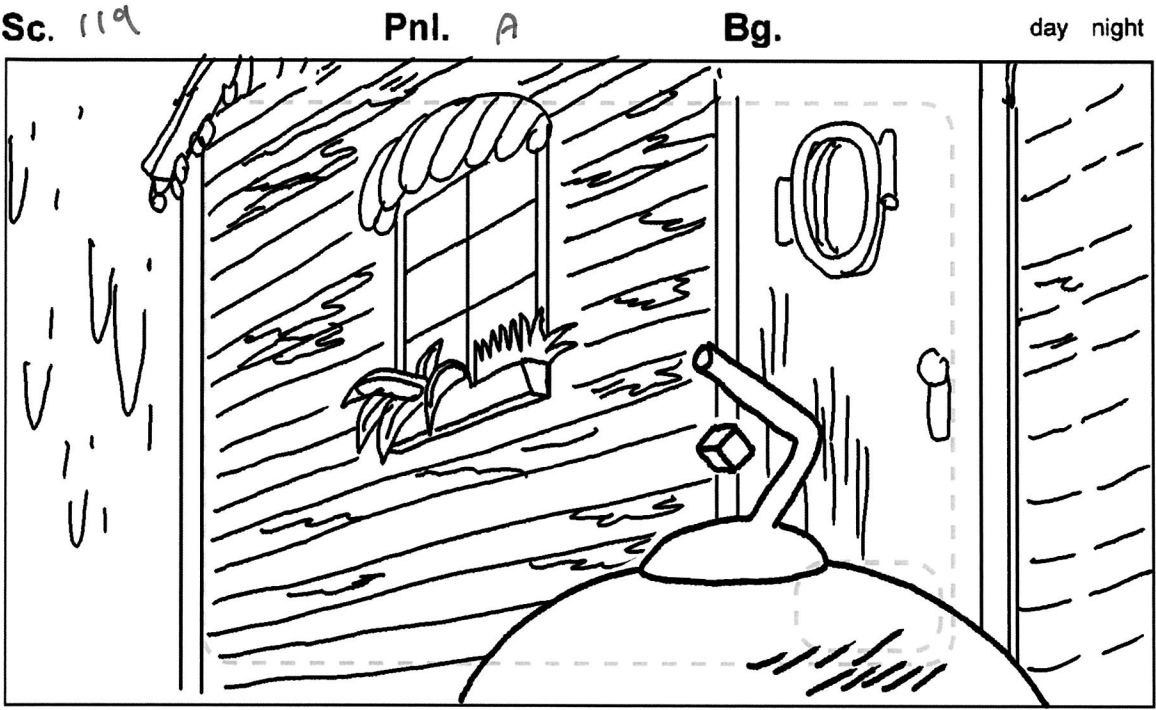


Dialog:	
Action:	CRAWLING  PAUSES, LOOKS UP.
Timing:	



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:	(SFX) (DISTANT RAGTIME MUSIC, CLINKING DISHES	© FRIEND OR FOE, I DOBLE KNOW.
Action:	ALL DARK EXCEPT ONE LIT WINDOW. WARM,	↑ SAID LIKE A SAD POEM.
Timing:		

EPISODE # 1025-195  
Production :

ADVENTURE TIME

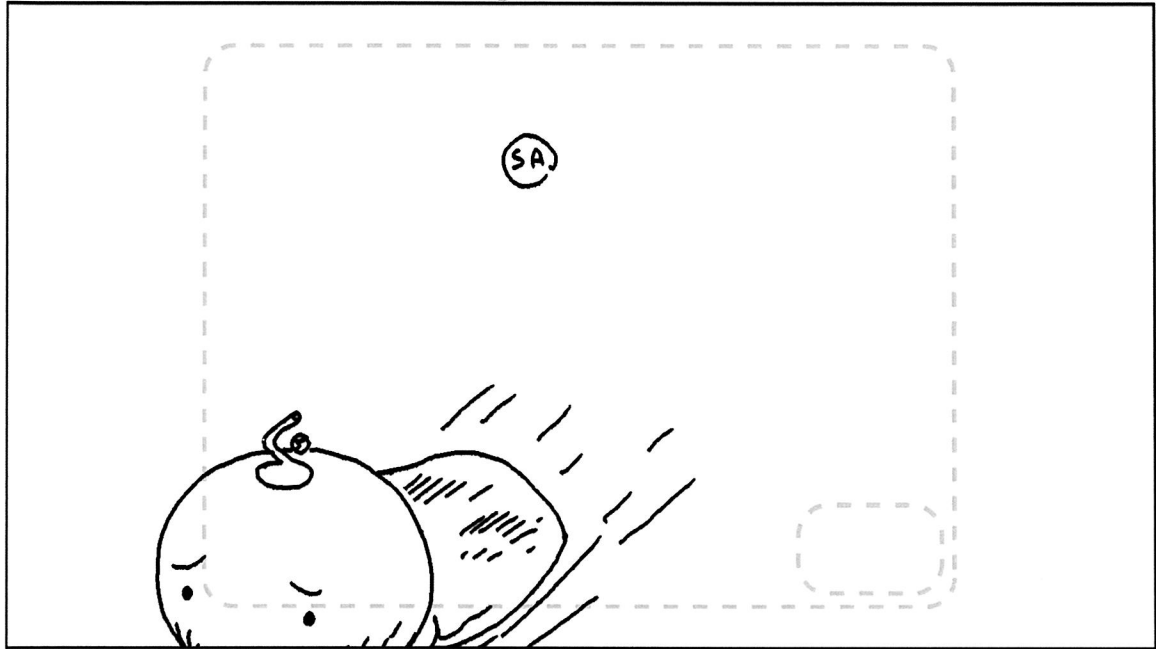


Sc. 120

Pnl. B

Bg.

day night

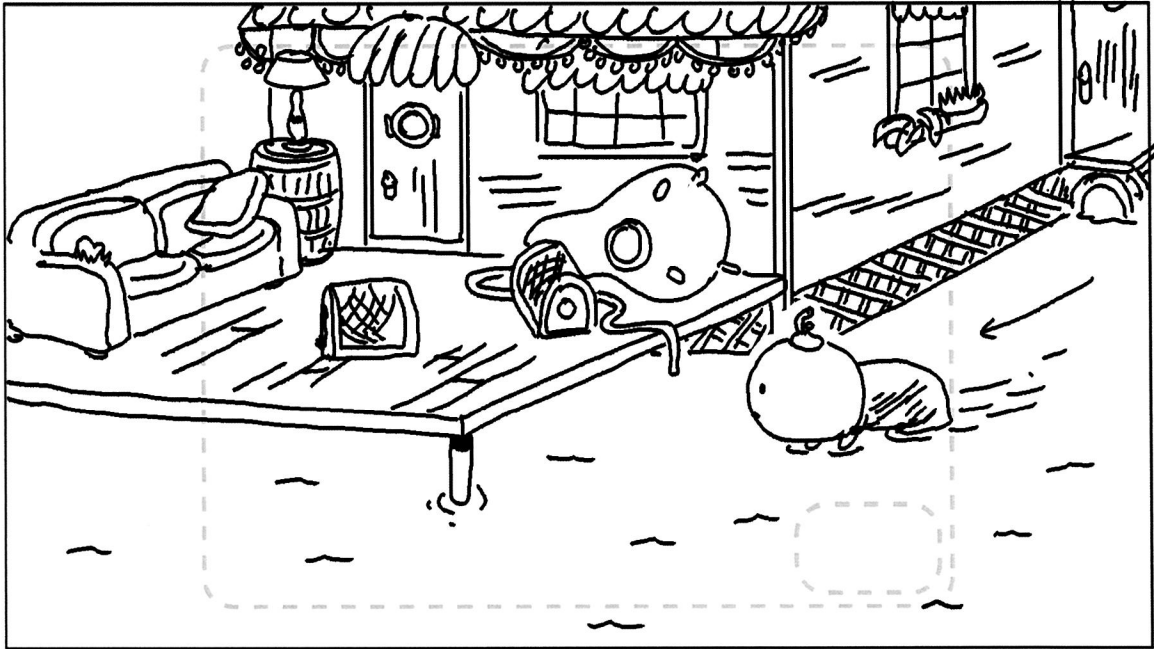


Sc. 121

Pnl. A

Bg.

day night

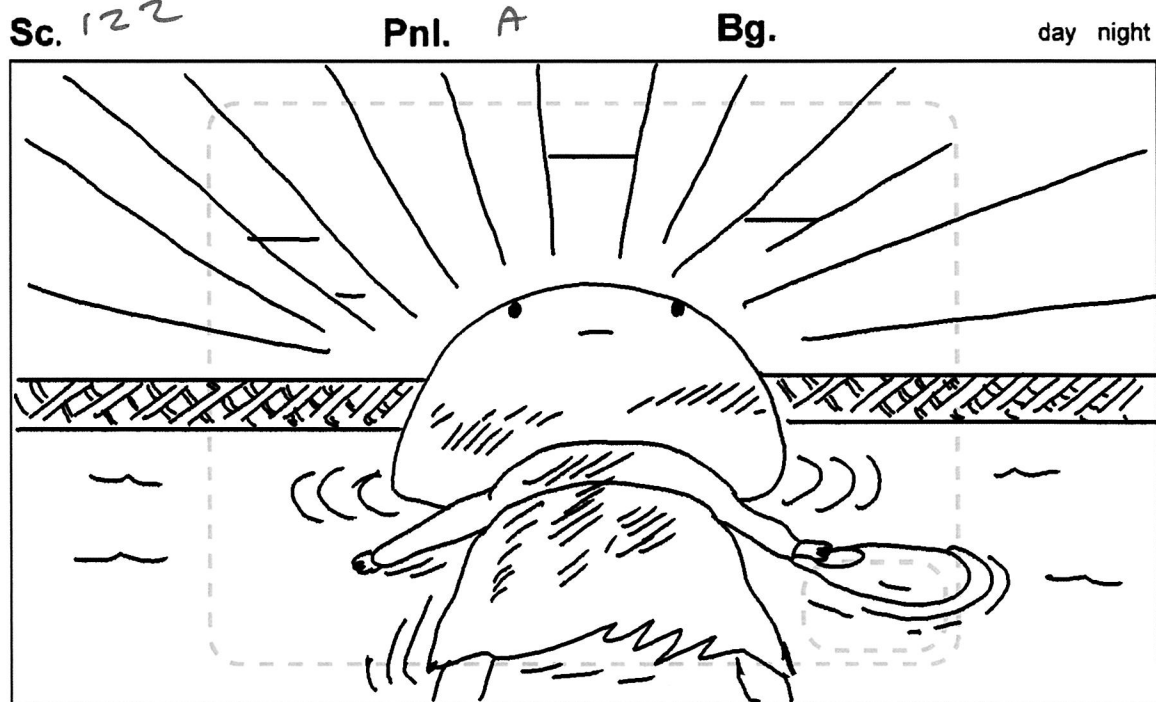
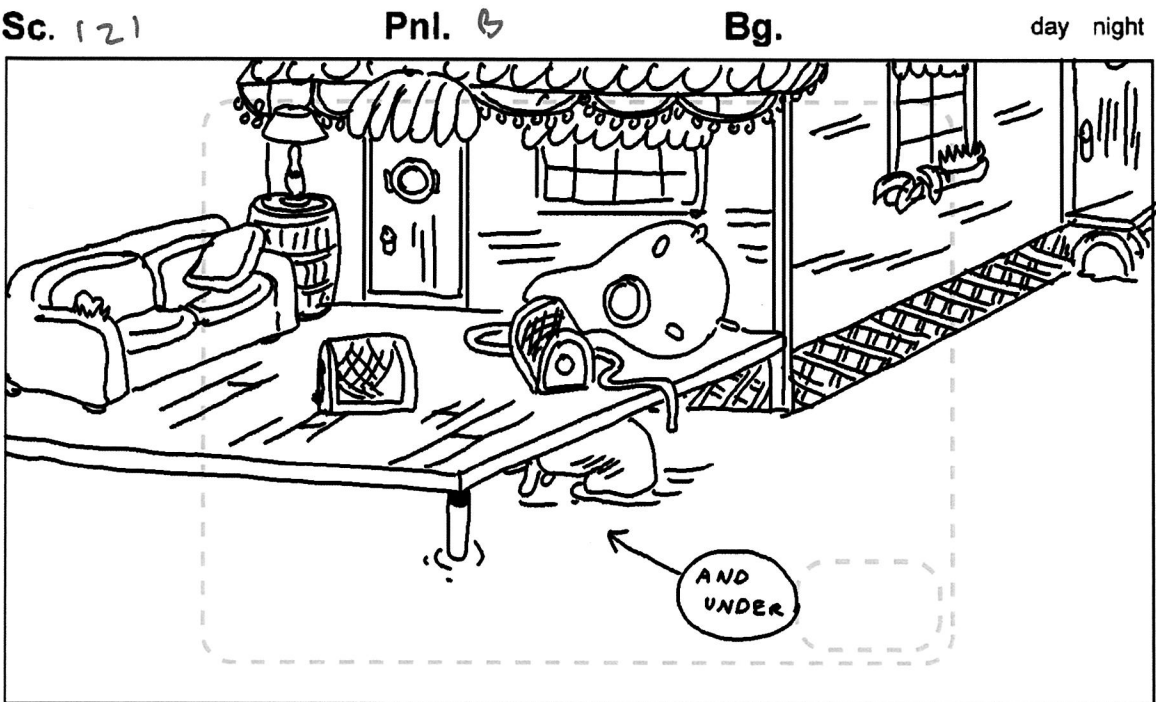


Dialog:
Action:
Timing:

Production :  
EPISODE # 1025-195



ADVENTURE TIME



Dialog:

Q NOW WHAT . . .  
MAYBE . . .

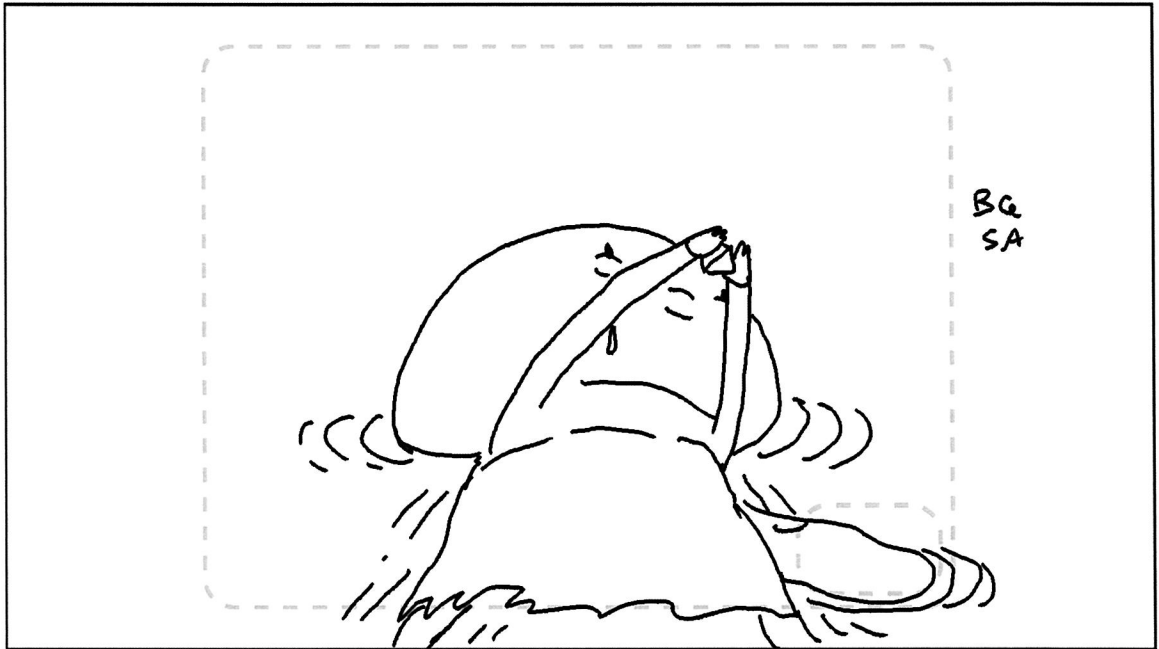
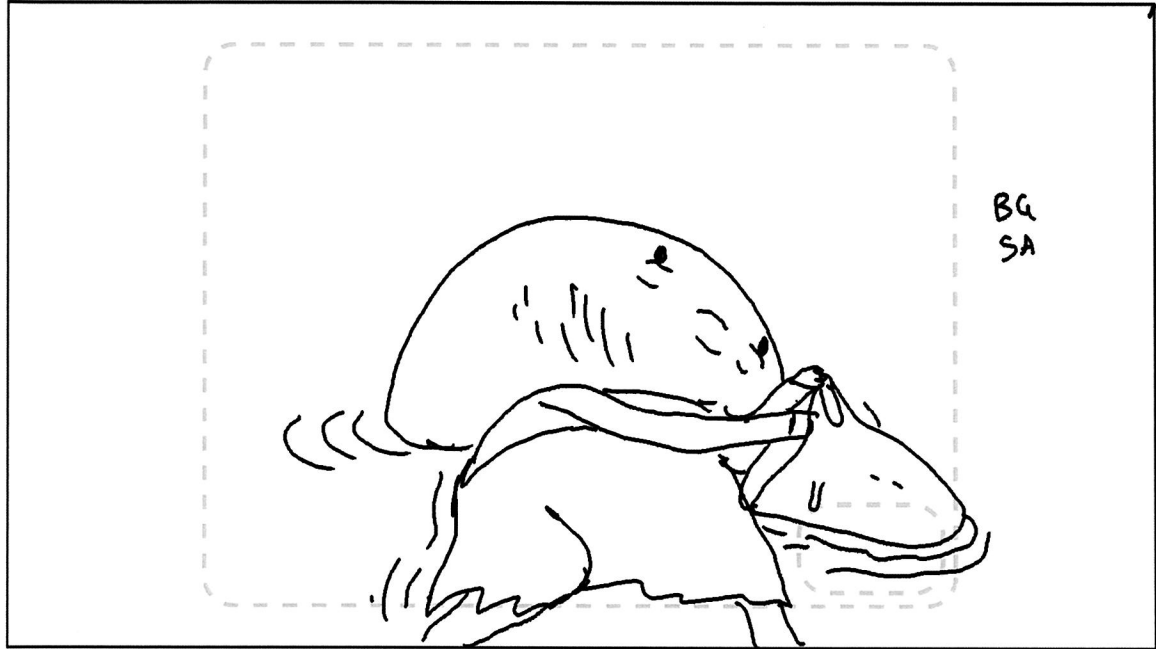
Action:

Timing:

ADVENTURE TIME



Sc. 122 Pnl. B Bg. day night Sc. 122 Pnl. C Bg. day night



Dialog:
Action:
Timing:

# ADVENTURE TIME

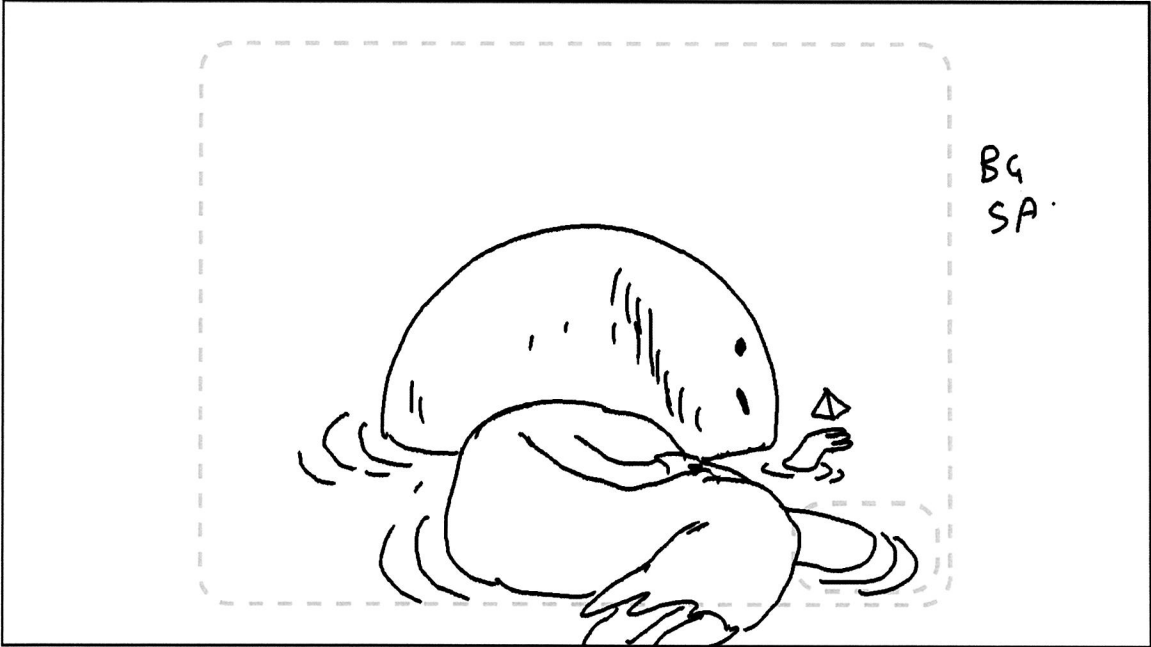


Sc. 122

Pnl. D

Bg.

day night

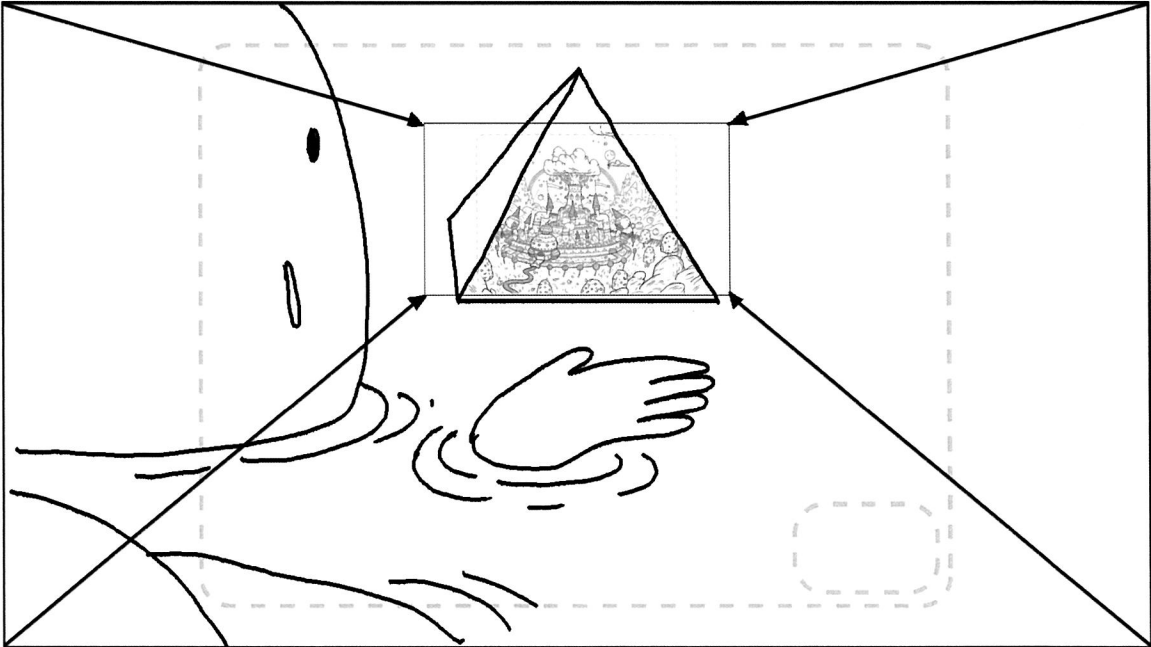


Sc. 123

Pnl. A

Bg.

day night



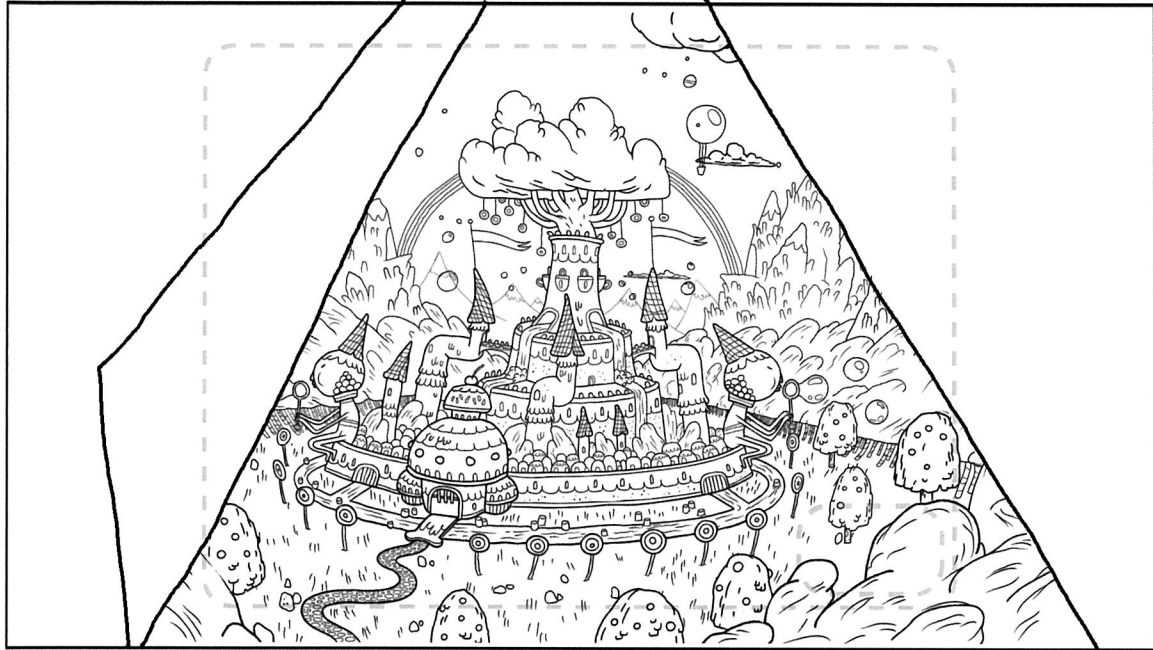
Dialog:
Action:
Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

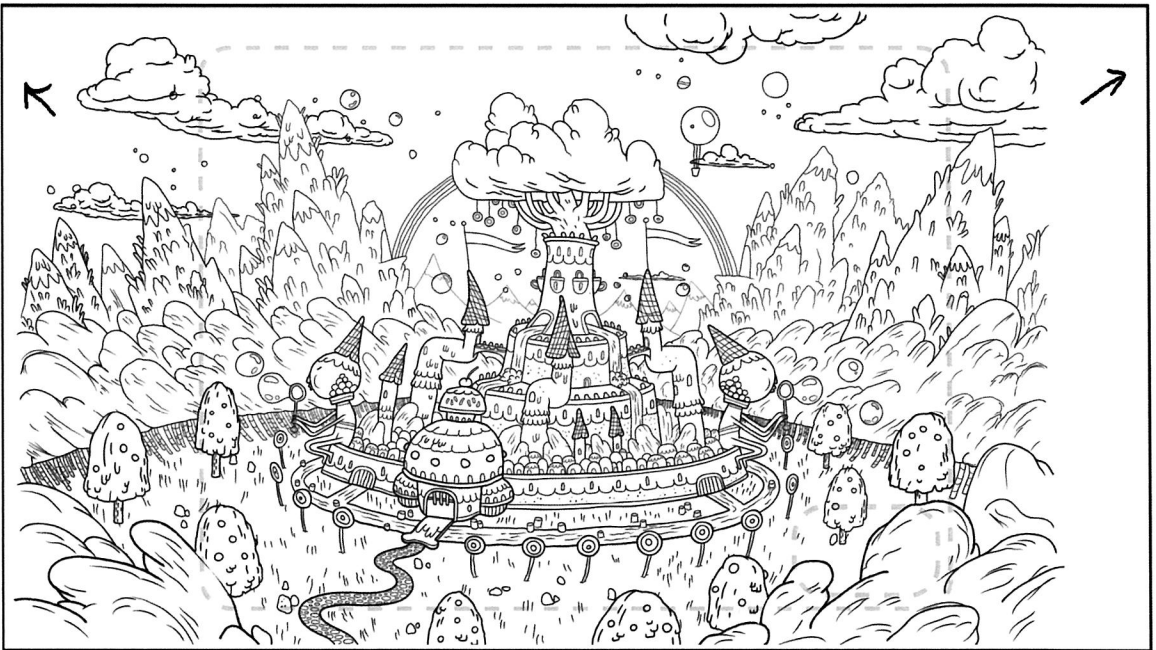
ADVENTURE TIME



Sc. 123 Pnl. B Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:
Action:
Timing:

CLASSIC.

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc. 125

Pnl. A

Bg.

day night

Dialog:

SFX

CLICK .

CLICK .

Action:

CLASSIC.

LIKE A LATE SUNDAY MORNING

SUNBEAMS .

Timing:

ADVENTURE TIME



Sc. 126	Pnl. A	Bg.	day night	Sc. 127	Pnl. A	Bg.	day night

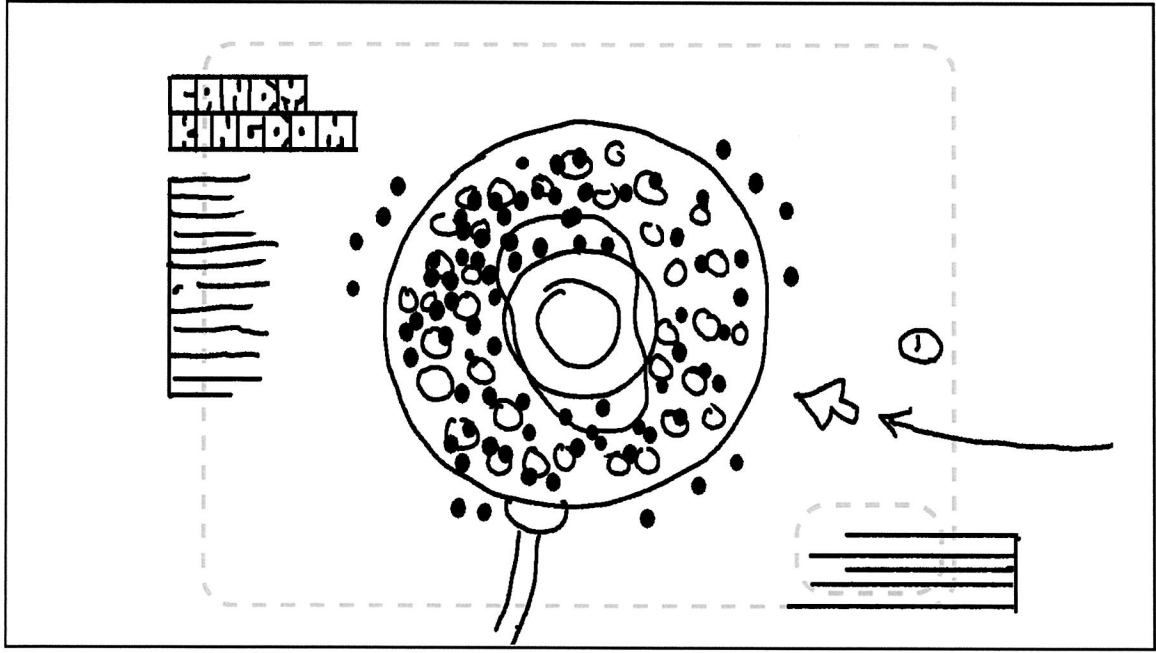
Dialog:	(SFX) CLICK. CLICK. CLICK - CLICK. CLICK.
Action:	COMPUTER MOUSE NOISES. DESIGN! THE COMPUTER IS A S'MORE.
Timing:	GRAHAM CRACKER CASE, MARSHMALLOW KEYS, CHOCOLATE SCREEN & SPACEBARS.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

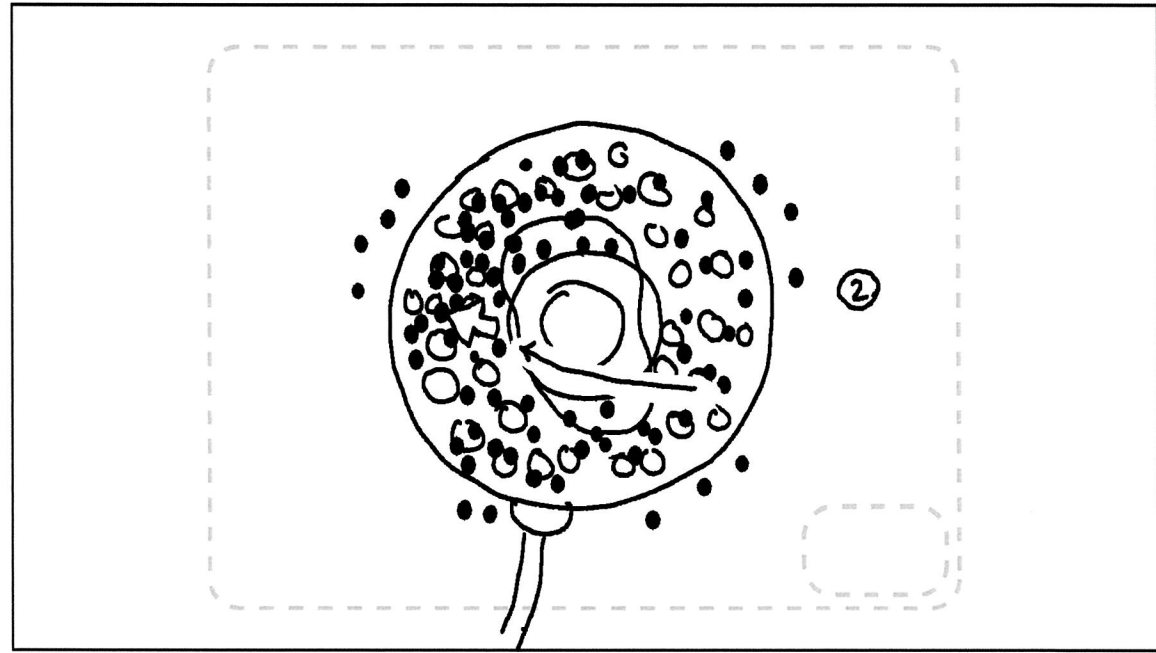
# ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog:	
SPX / ~ CLIK-CLIK ~	
Action:	<ul style="list-style-type: none"><li>- MAP OF CANDY KINGDOM</li><li>- BROWN SCREEN</li><li>- DOTS ARE CANDY PEOPLE.</li></ul>
Timing:	

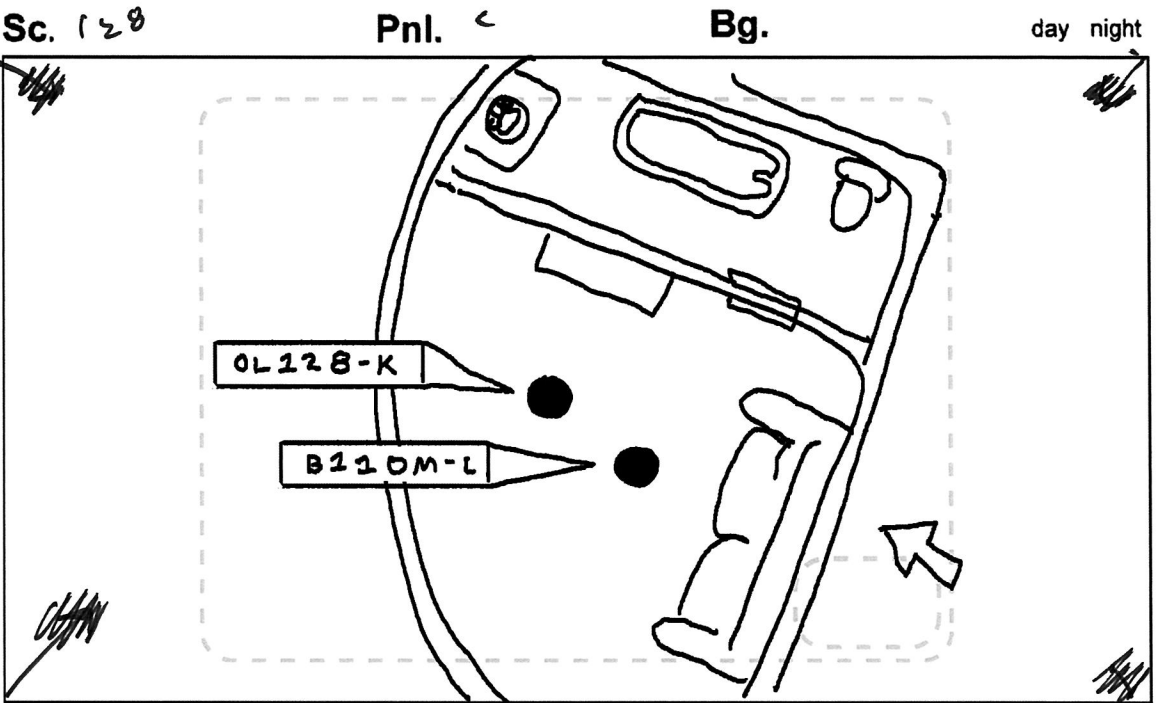
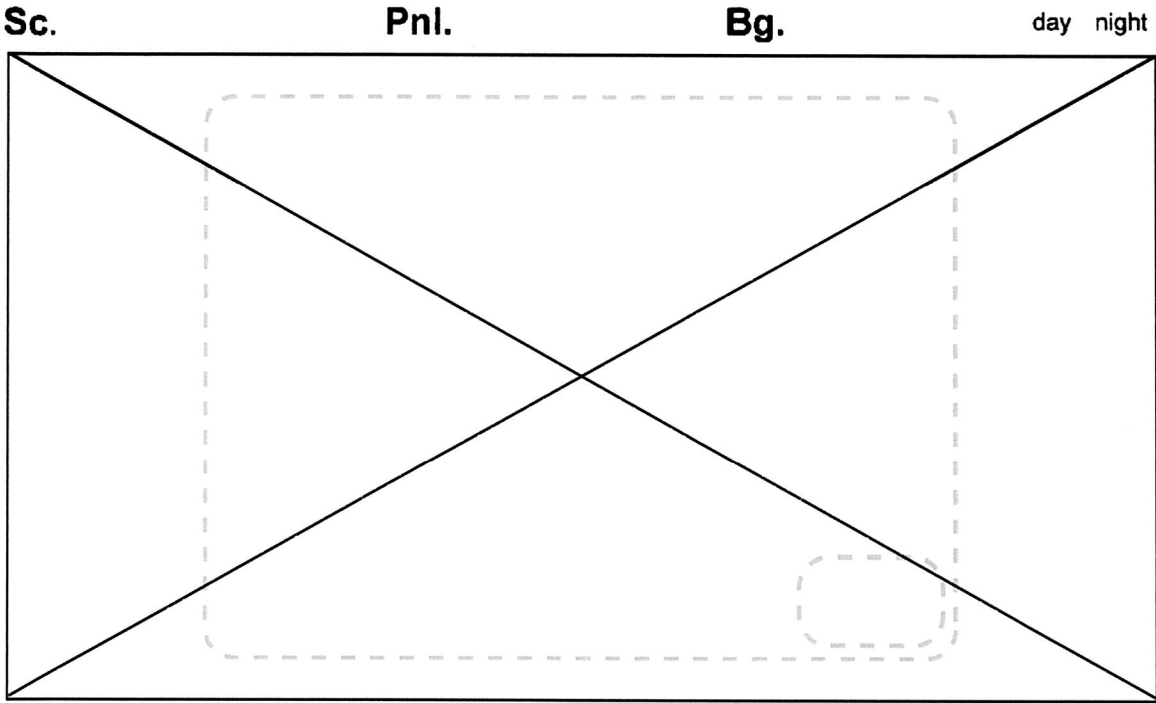
CLICKS ON A HOUSE.

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Page 184



Dialog:	<p>(PB) (0.5.) I SEE THAT MR. CUPCAKE IS AT MADAME ECLAIR'S APARTMENT AGAIN.</p> <p>(ALT) I SEE THAT CRUNCHY IS AT MADAME ECLAIR'S APARTMENT AGAIN.</p>
Action:	<p>- ZOOM INTO A LIVING ROOM</p> <p>- DOTS ARE WIGGLE AROUND SPORATICALLY.</p>
Timing:	

1025-196

EPISODE #

Production :



# ADVENTURE TIME

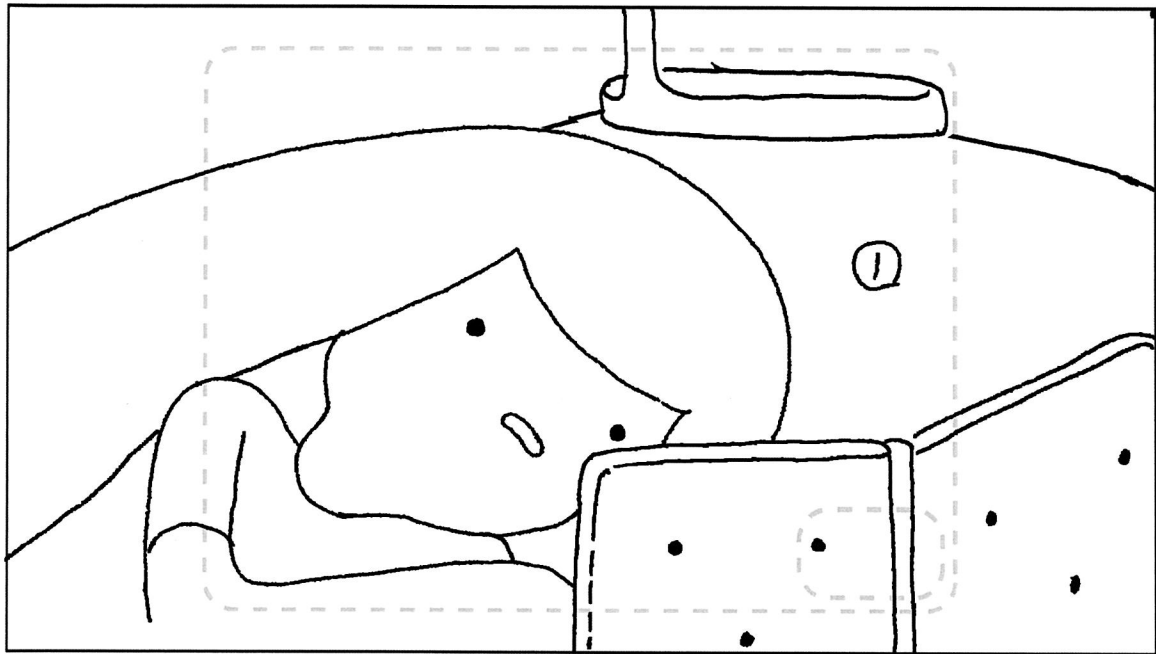


Sc. 129

Pnl. A

Bg.

day night

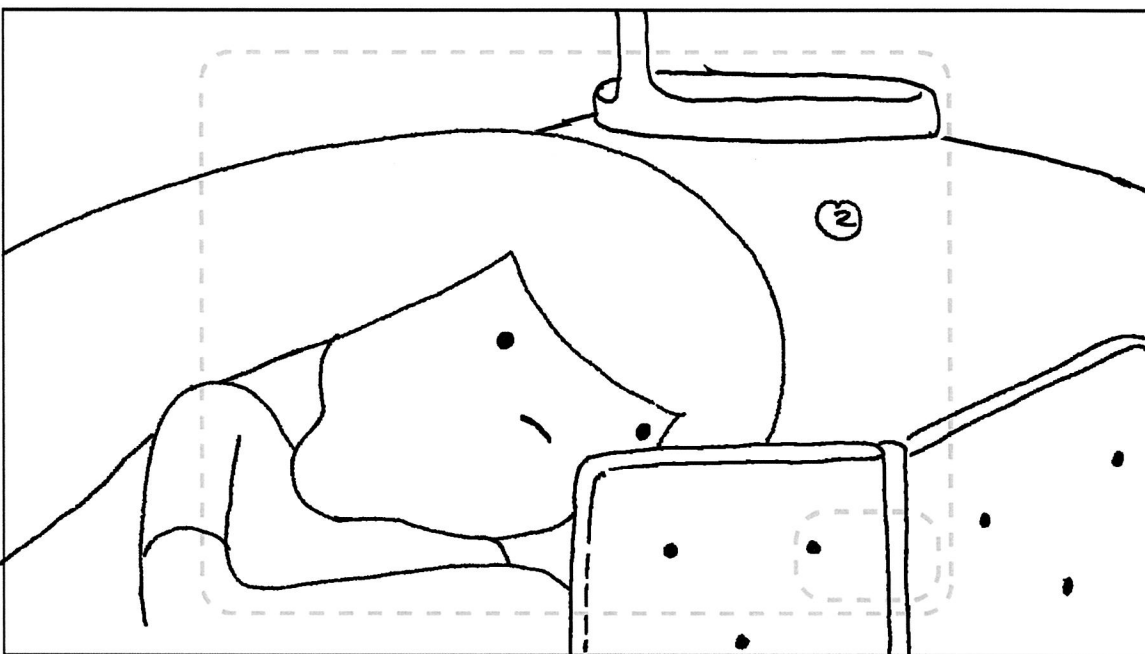


Sc. 129

Pnl. B

Bg.

day night



Dialog:	
<p>(PB) HIS MASSAGE BUSINESS IS REALLY TAKING OFF ... ... TALENTEO MASSEUSE.</p>	<p>① (SFX) DING : ② (PB) HM ?</p>
Action:	
Timing:	

EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 186

Sc. 130	Pnl. A	Bg.	day night	Sc. 130	Pnl. B	Bg.	day night

Dialog:
Action:  Z O O M      O U T
Timing:

Production :  
EPISODE # 1025-19S

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



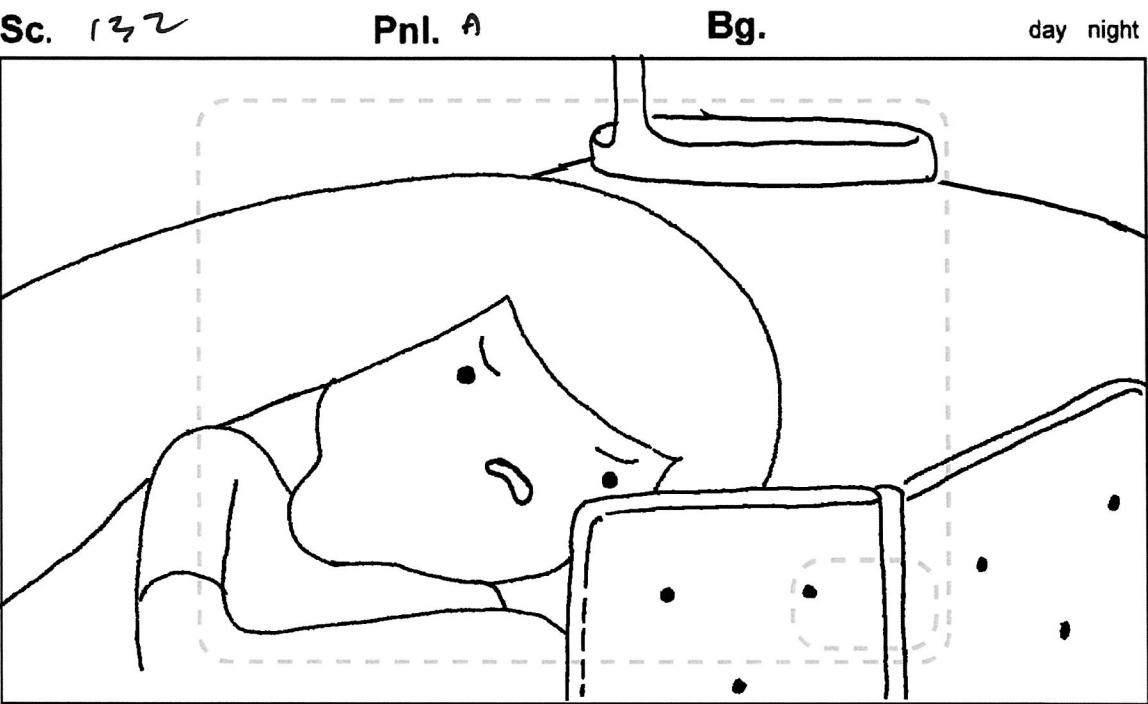
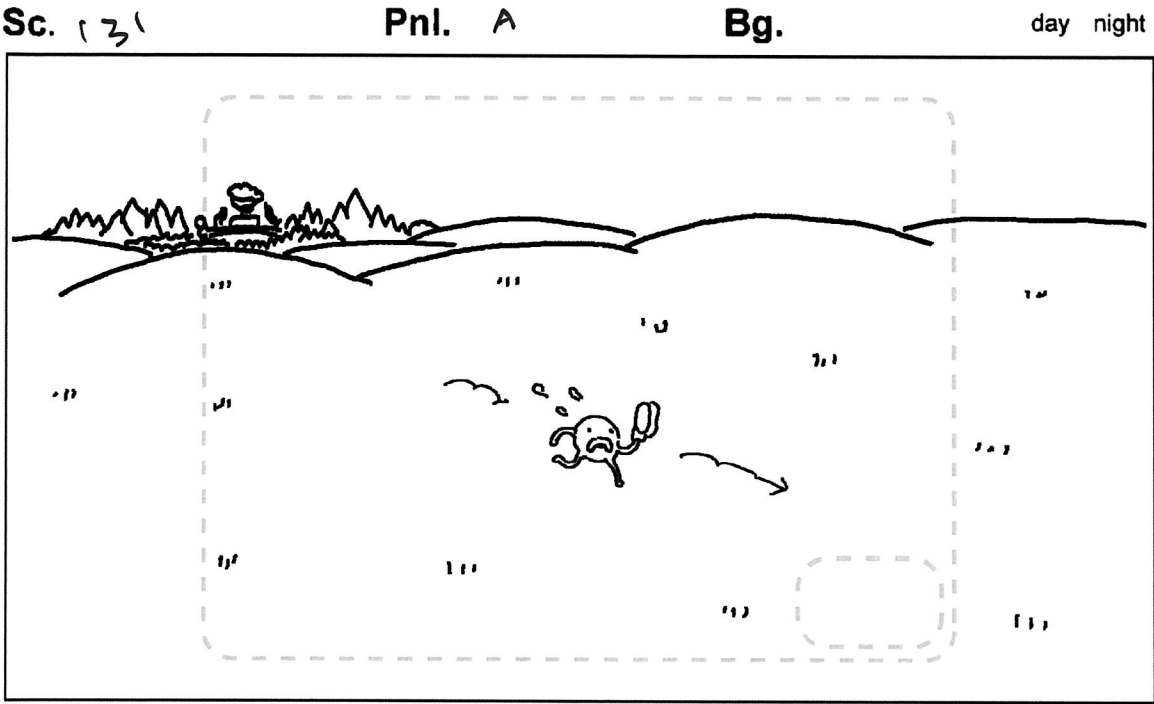
Sc. 130 Pnl. C Bg. day night

Sc. 130 Pnl. D Bg. day night

Dialog:	
Action: ZOOM OUT. ZOOM IN DOT RUNNING AWAY.	
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Dialog:	(S) HUFF! HUFF! HUFF! (PB) STARCHY?
Action:	STARCHY JOGGING.
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

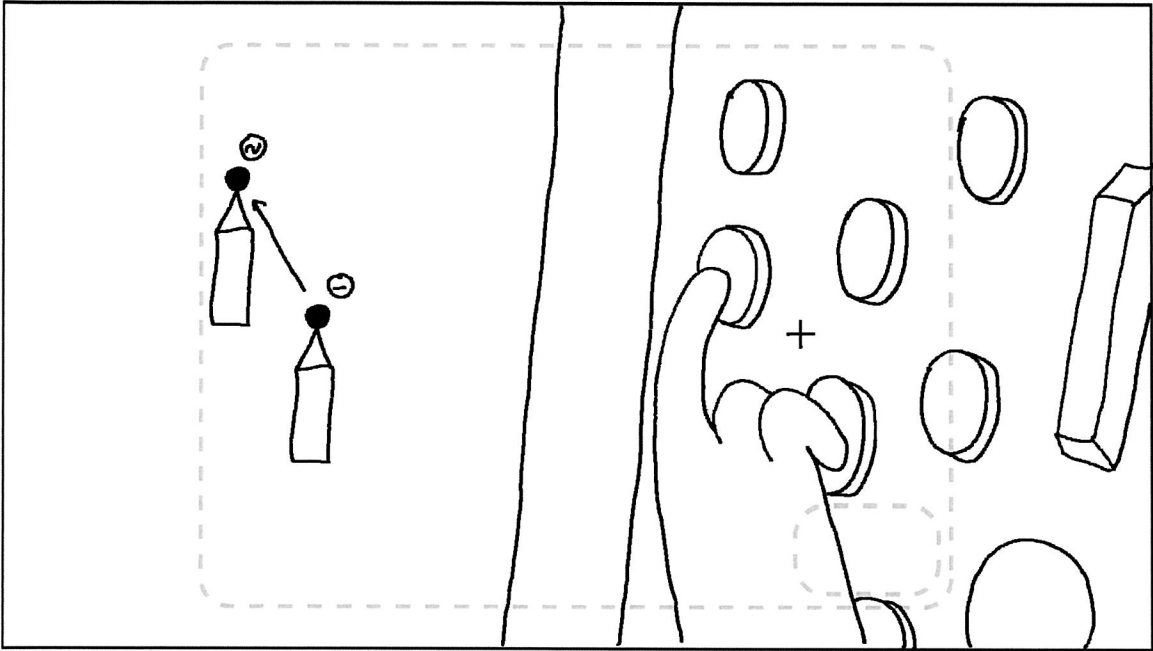


Sc. 133

Pnl. A

Bg.

day night

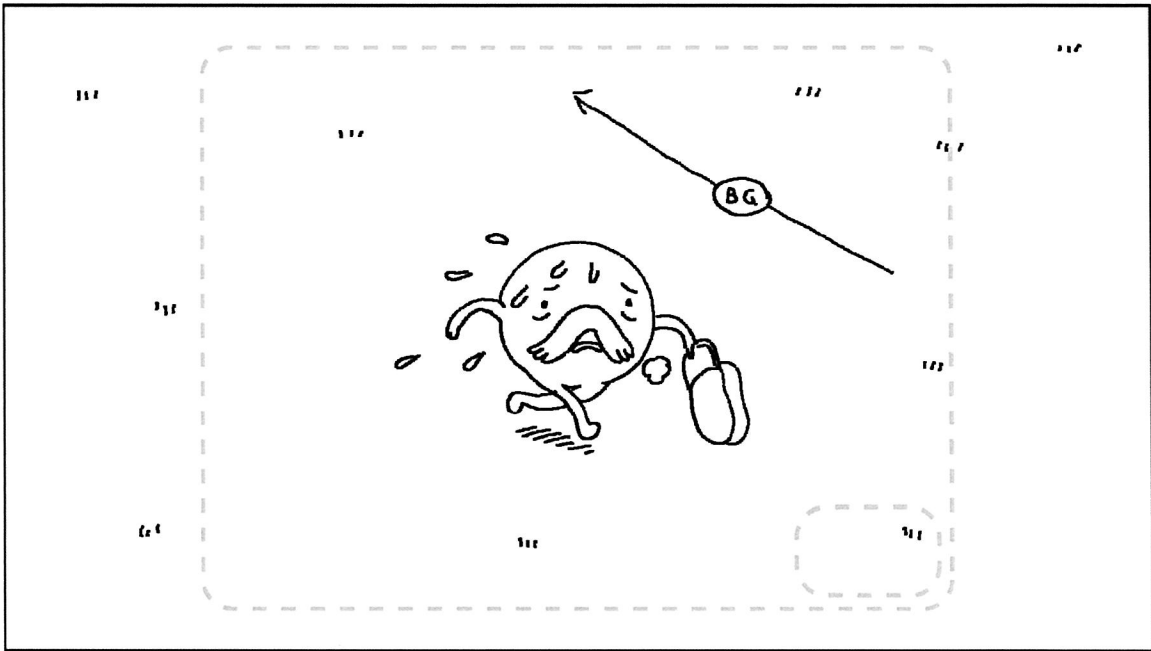


Sc. 134

Pnl. A

Bg.

day night



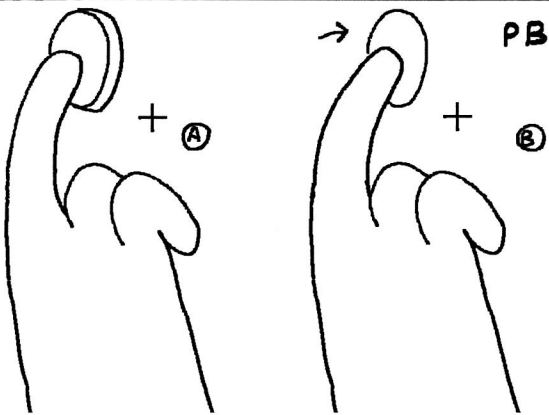
Dialog:

**SFX** DING DING DING

S/ YESSIR, STARCHY'S JUST GOIN' FOR A WALK.

S/ YUP, FEELS GOOD TO WALK.  
IN MY RIGHT MIND TO WALK FOR DAYS.

Action:



PB TURNS  
UP VOLUME.

RUNNING.

Timing:

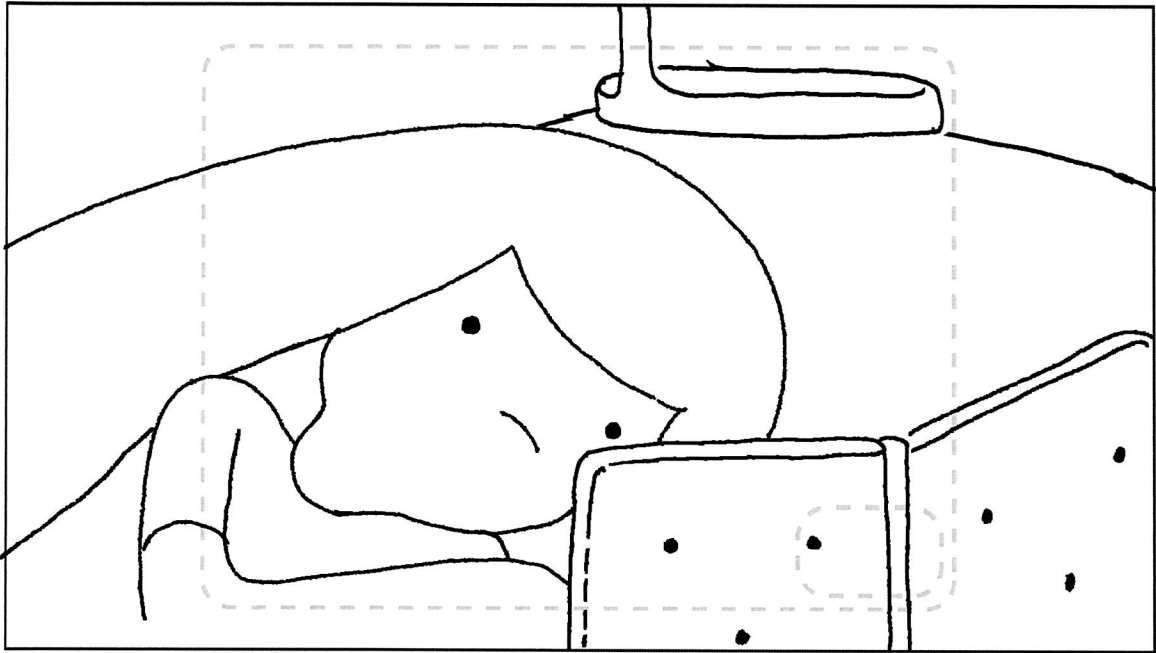
EPISODE # 1025-195

Production :

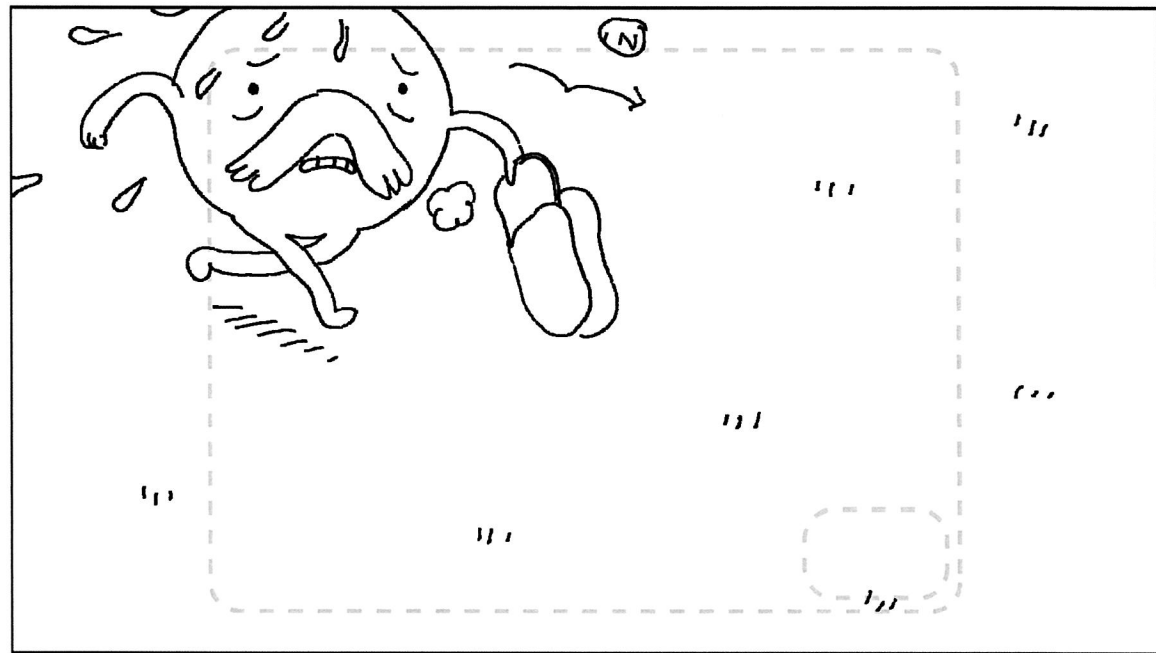
ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night



Sc. 136 Pnl. A Bg. day night



Dialog:
5/6.S. JUST EHUFFE STRETCHIN' OUT EHUFFE MY STARCH.
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME

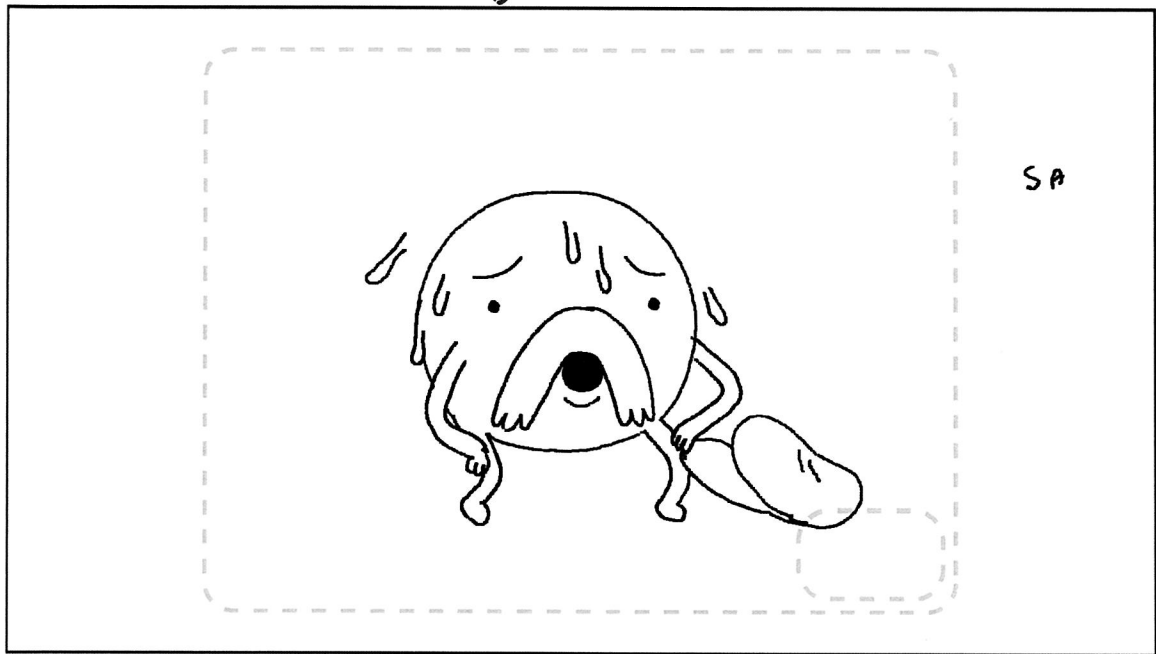


Sc. 136

Pnl. b

Bg.

day night

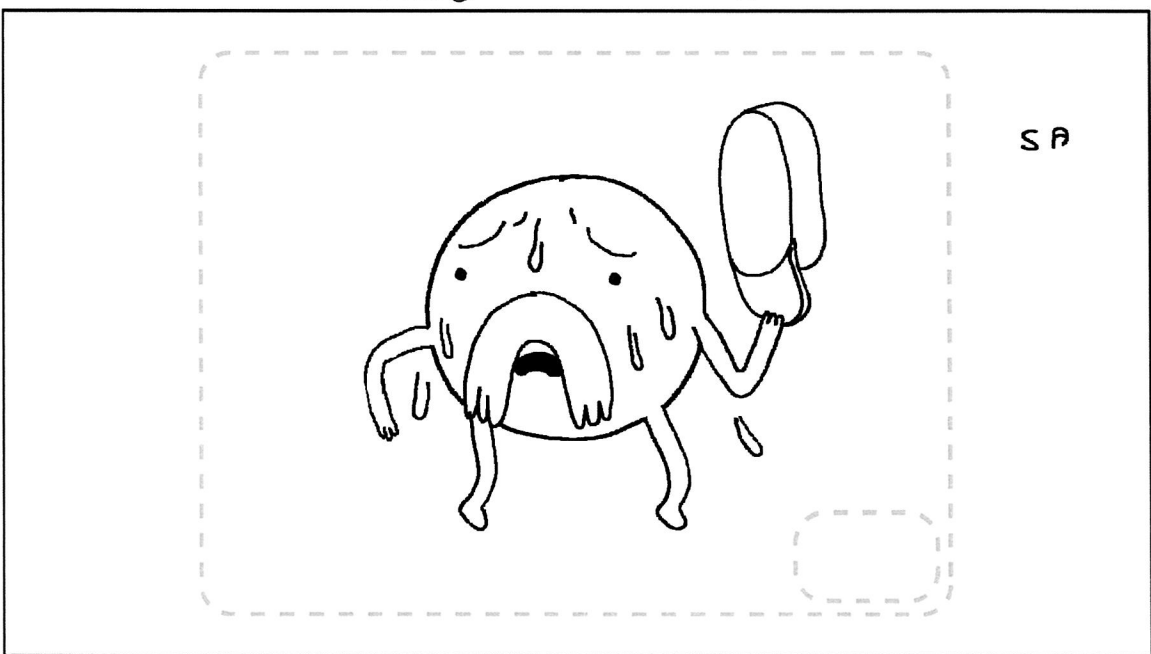


Sc. 136

Pnl. c

Bg.

day night



Dialog:	: HUFF HUFF :	⑤ EUM .
Action:		
Timing:		

1025-195

EPISODE #

Production :

ADVENTURE TIME

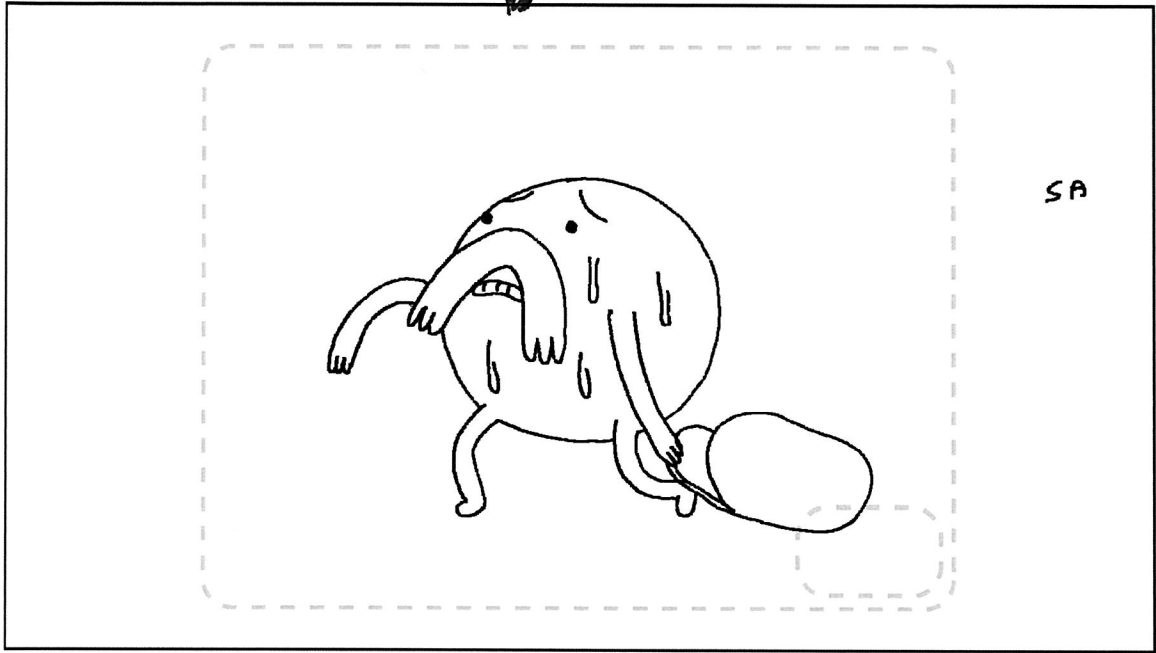


Sc. 136

Pnl. D

Bg.

day night

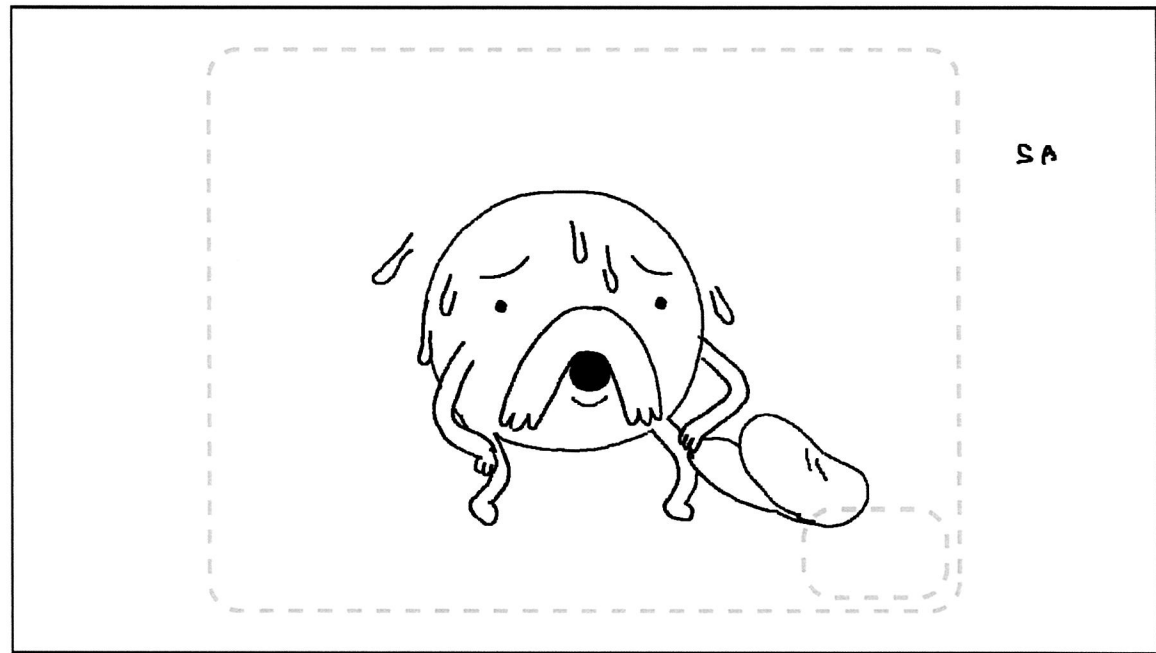


Sc. 136

Pnl. E

Bg.

day night



Dialog:	⑤ NNN	⑤ WHEEZ! =
Action:	HE'S REAL DESPERATE!	
Timing:		



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 193

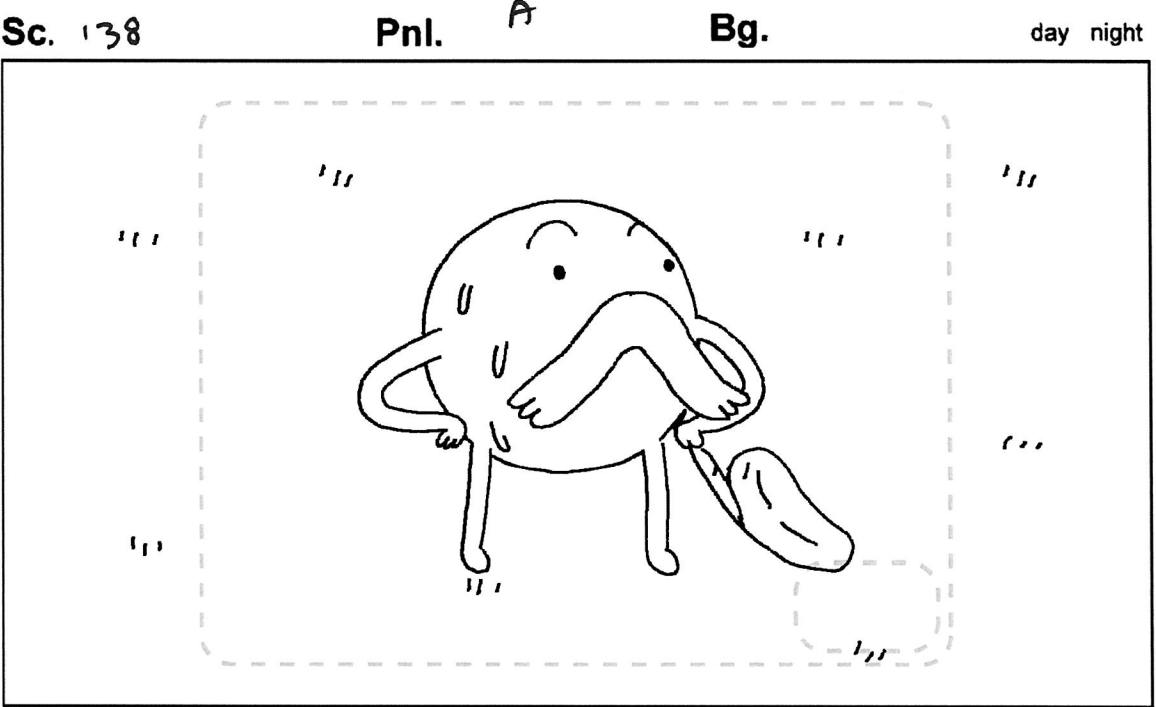
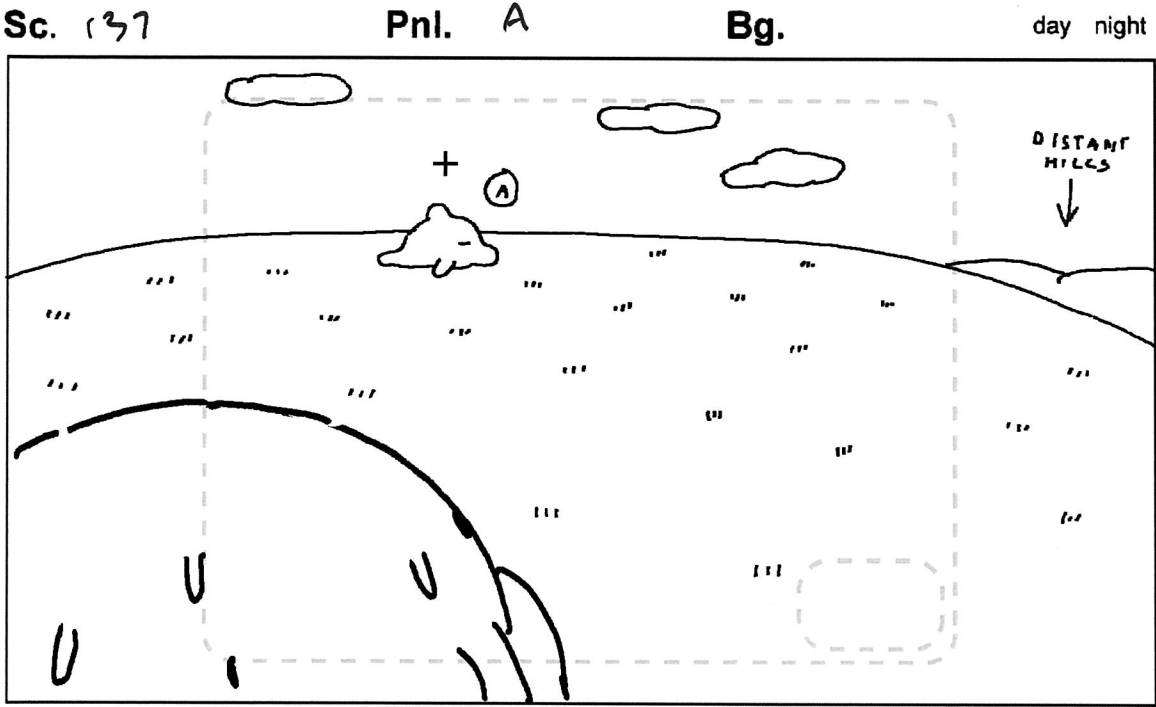
Sc. 136	Pnl. F	Bg.	day night	Sc. 136	Pnl. G	Bg.	day night		
				SA					SA

Dialog:	
Action:	
Timing:	

q : H O . ! :

Production : 1025-193 EPISODE #

ADVENTURE TIME



Dialog: (TO HIMSELF)  
⑤ A GRASS LARD.

Action: + (A) + (B) + (C) + (D)  
CRAWLING

Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME

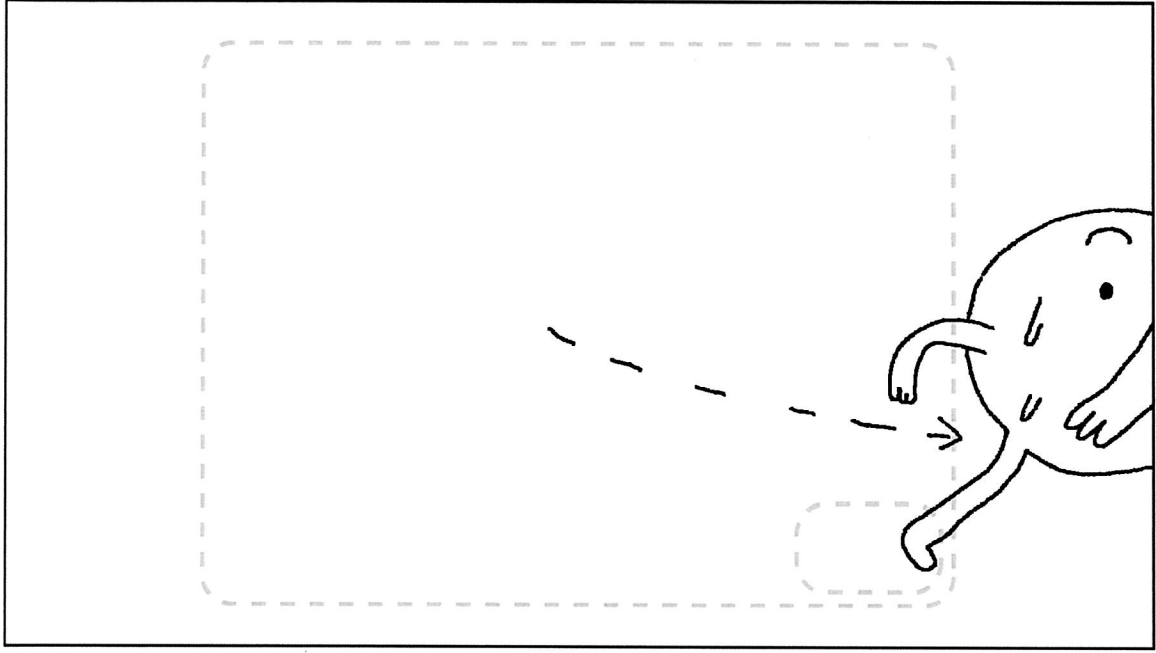


Sc. 138

Pnl. 6

Bg.

day night

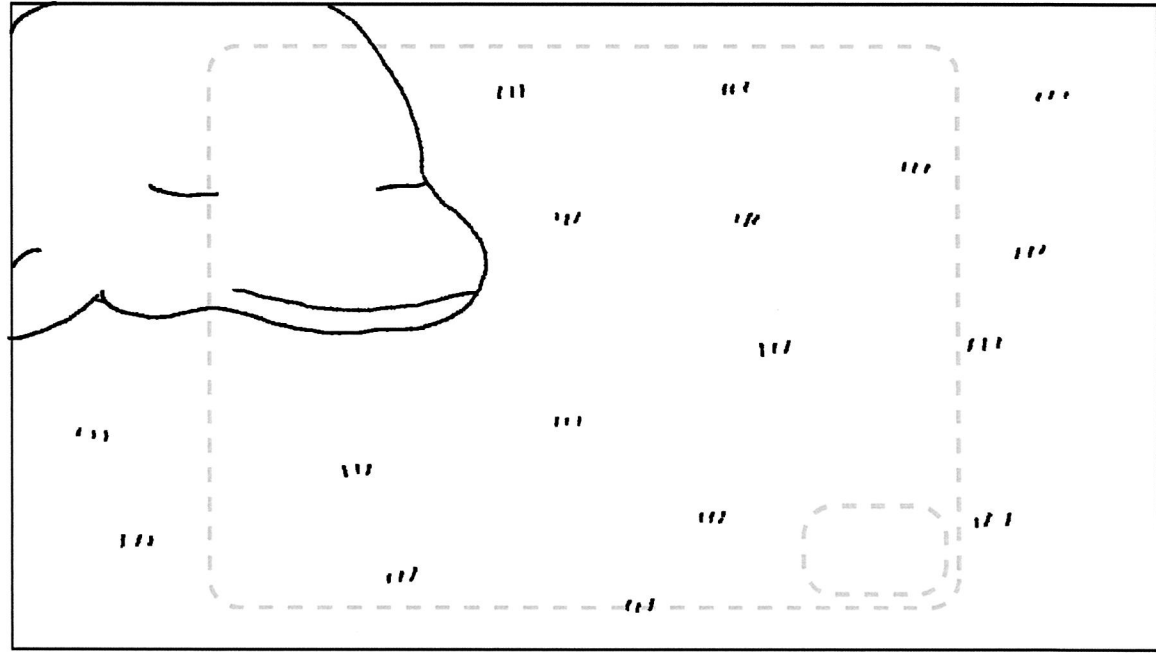


Sc. 139

Pnl. 4

Bg.

day night



Dialog:	
5	" OH LOOK, WILDFLOWERS "
Action:	
	SERENE LOOKING
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

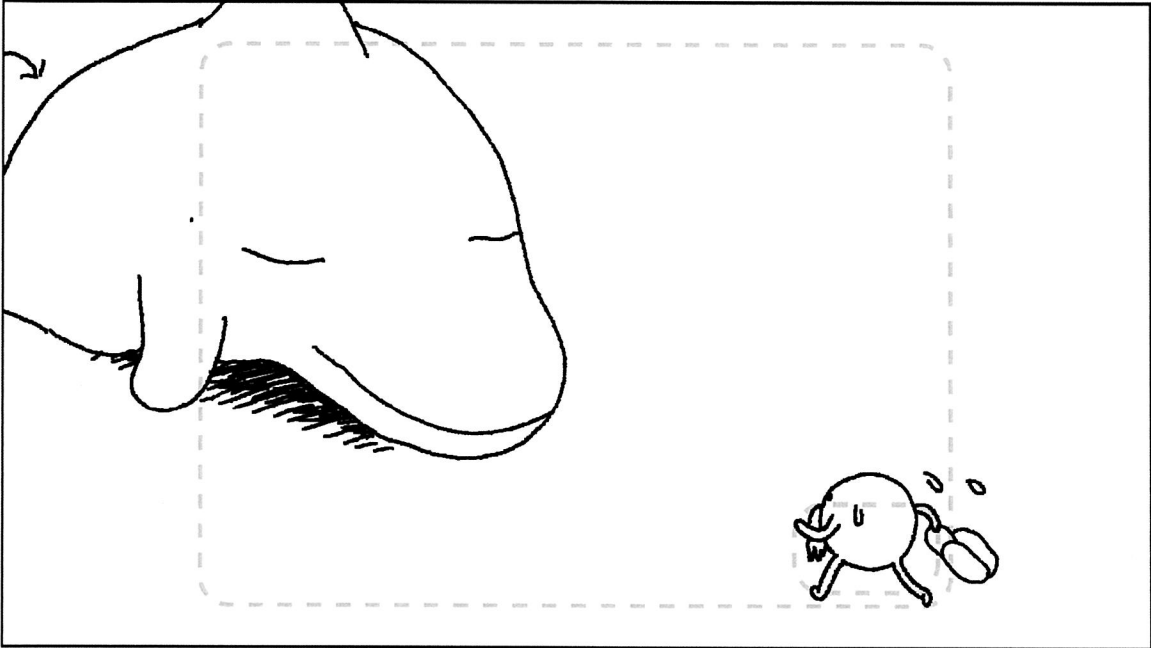


Sc. 139

Pnl. B

Bg.

day night

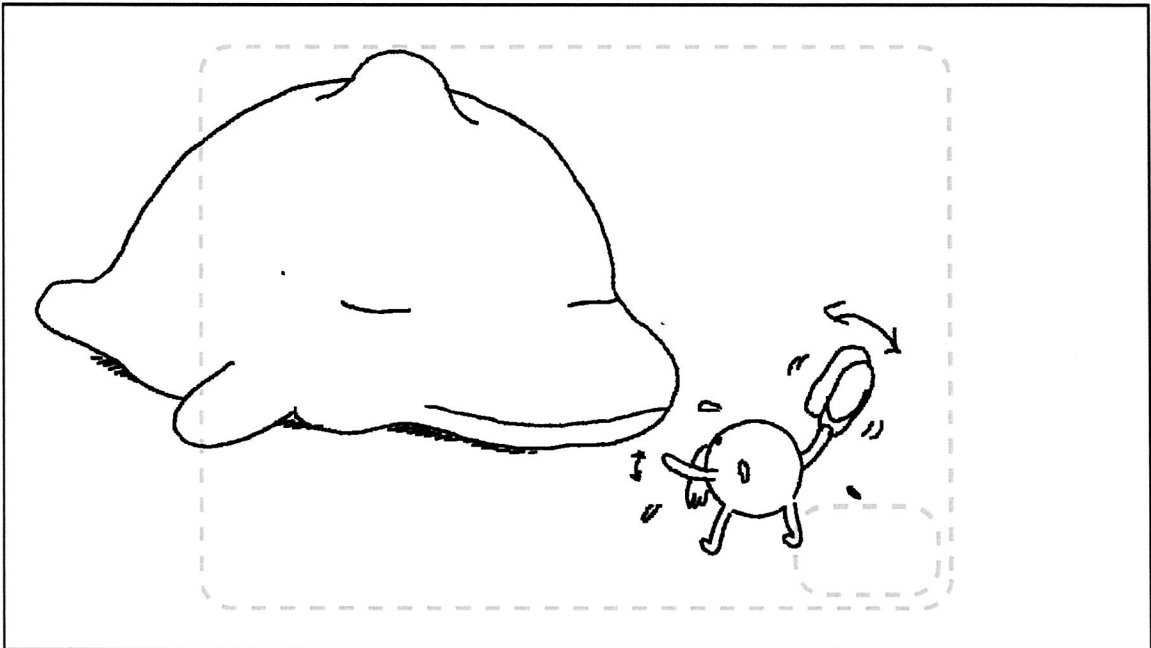


Sc. 139

Pnl. C

Bg.

day night



Dialog:

© PST .

Action:

LARD MOVING IN THE SAME  
WAY AS IN PREV. SCENE.

Timing:

EPISODE # 1025-195

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night

Sc. 140 Pnl. B Bg. day night

Dialog:

©/ PST HEY

Action:

Timing:

©/ AH W W W W

EPISODE # 1025-195

Production :

ADVENTURE TIME

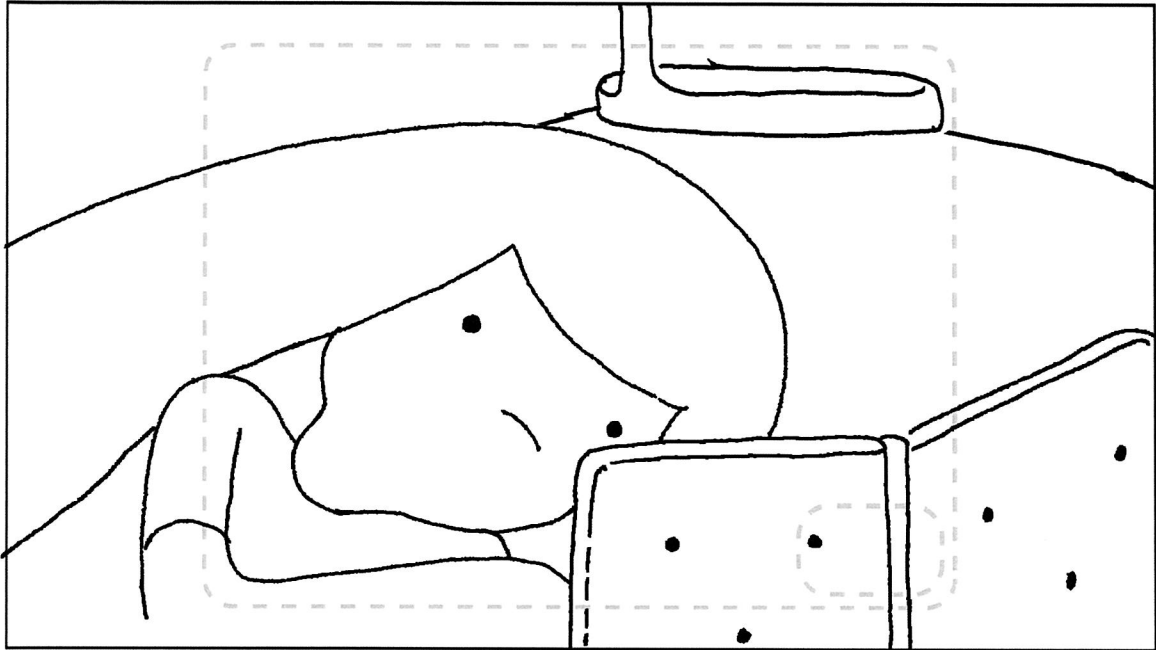


Sc. 141

Pnl. A

Bg.

day night

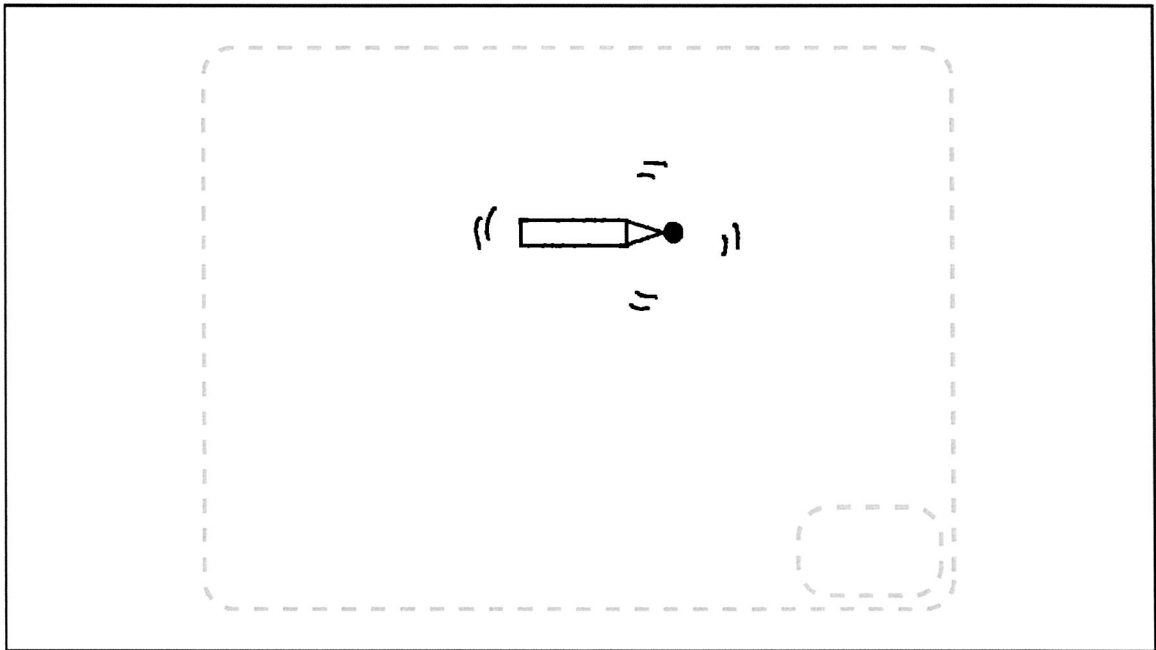


Sc. 142

Pnl. A

Bg.

day night



Dialog:

≡ MICROPHONE MUFFLING ≡

Action:

dot WOBBLING.

Timing:

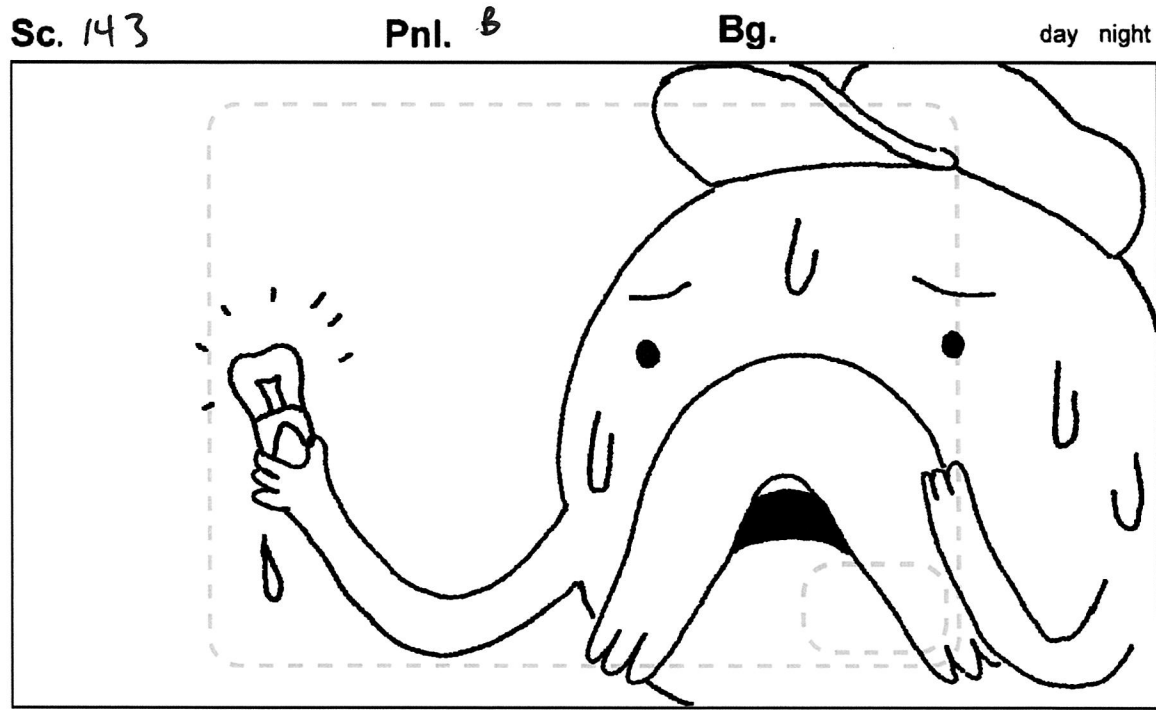
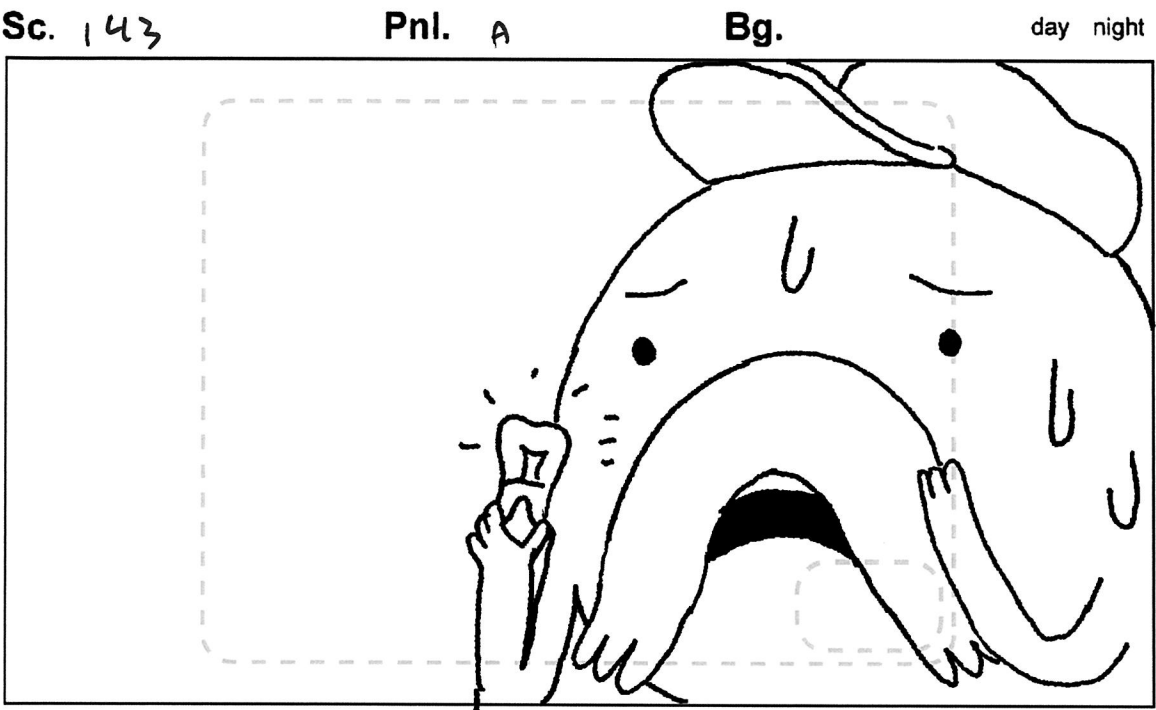
1025-195

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

= HEAVY BREATHING =

Action:

- S.P.

TOOTH HAS A YELLOW LIGHT THROBBING IN IT.

Timing:

EPISODE # 1025-1A5  
Production :

ADVENTURE TIME

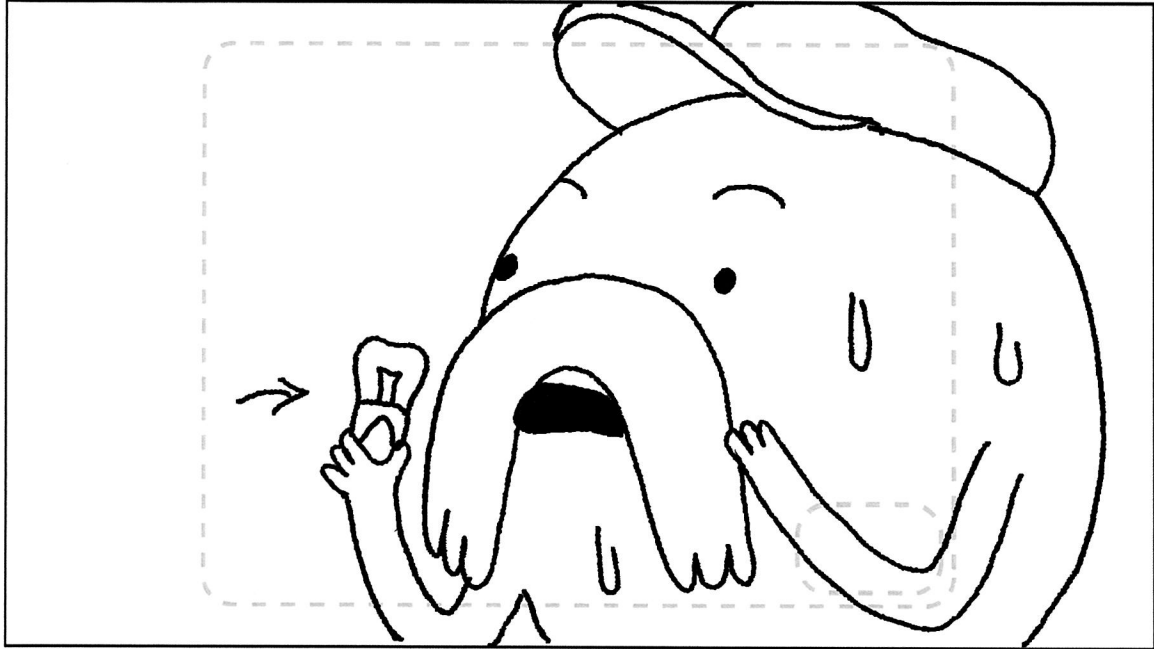


Sc. 143

Pnl. C

Bg.

day night

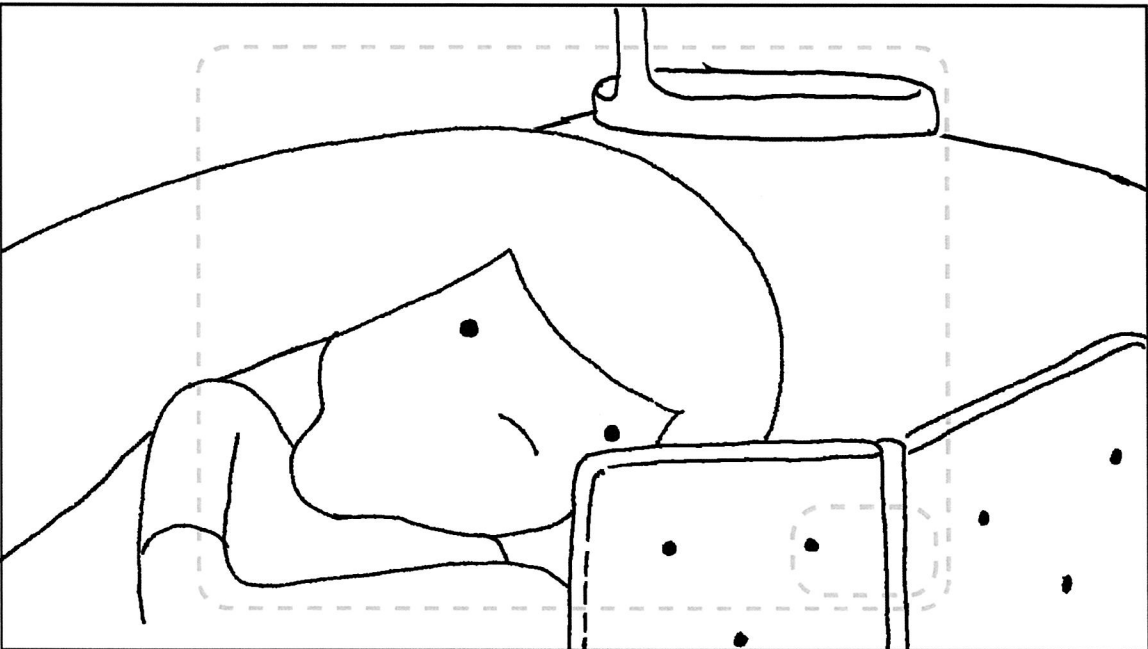


Sc. 144

Pnl. A

Bg.

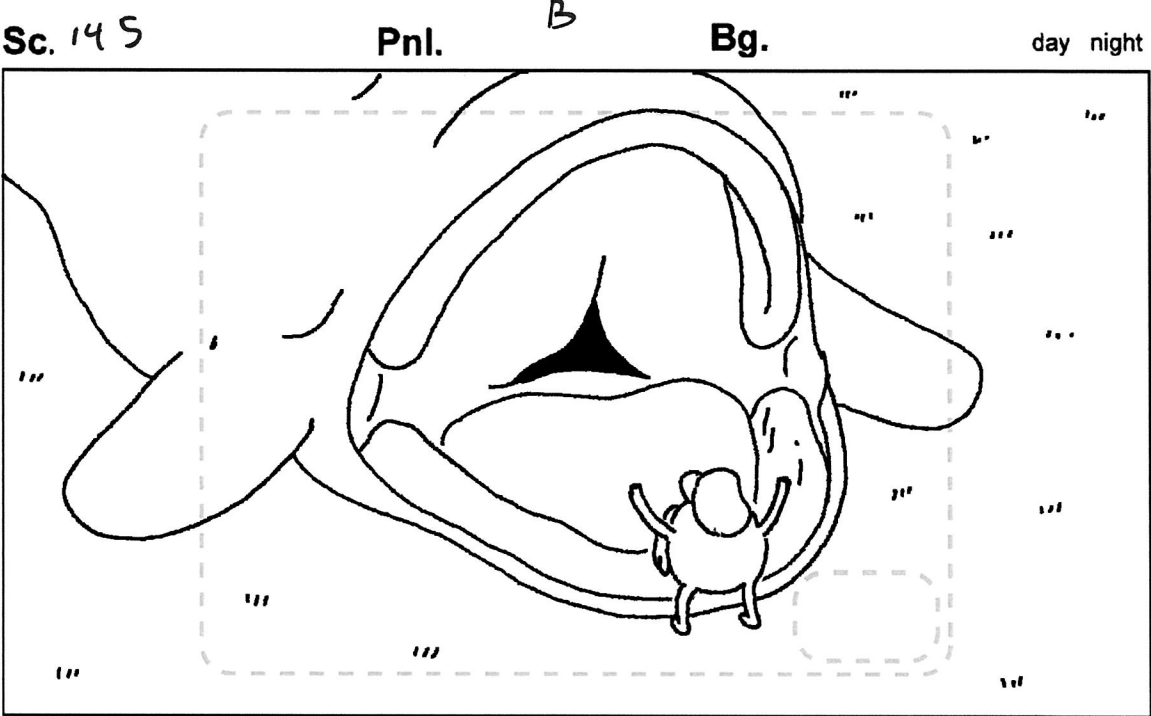
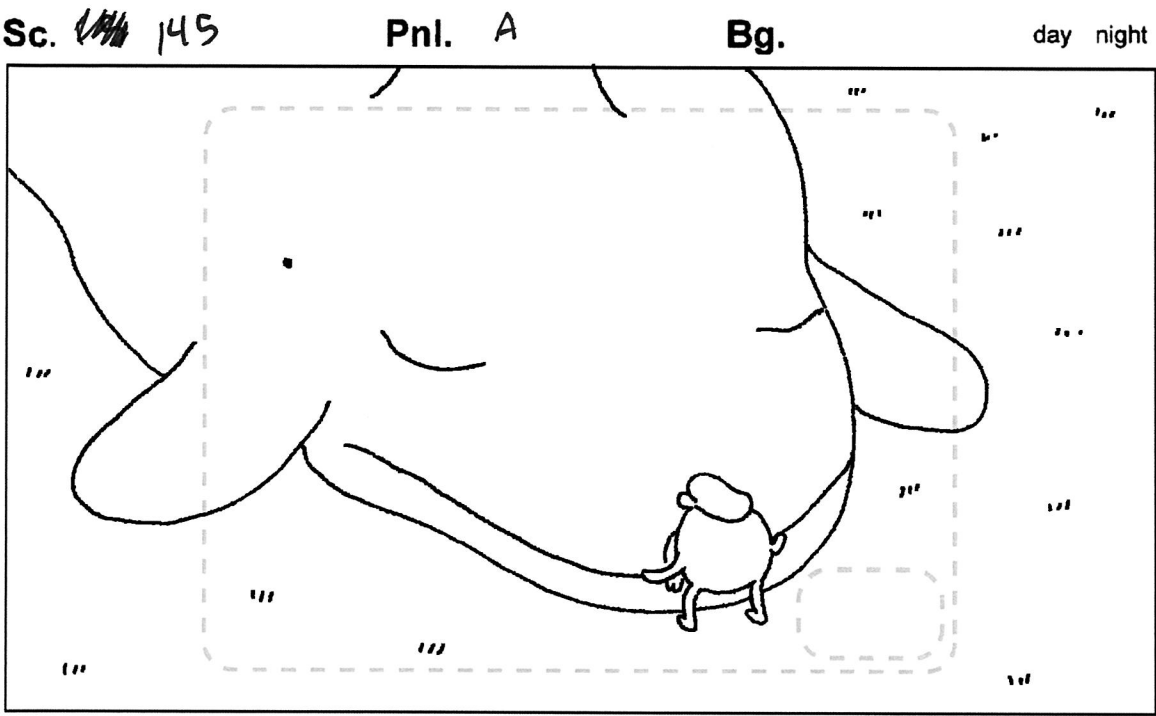
day night



Dialog:	⑤ "I'M GOING TO PICK THESE FLOWERS , NOW", (ESPECIALLY LOUD ON PB'S END)
Action:	
Timing:	



ADVENTURE TIME



Dialog:
5/ JUST GOTTA . . . REGGIE THIS OPEN . . . UHN!
Action:
Timing:

ADVENTURE TIME

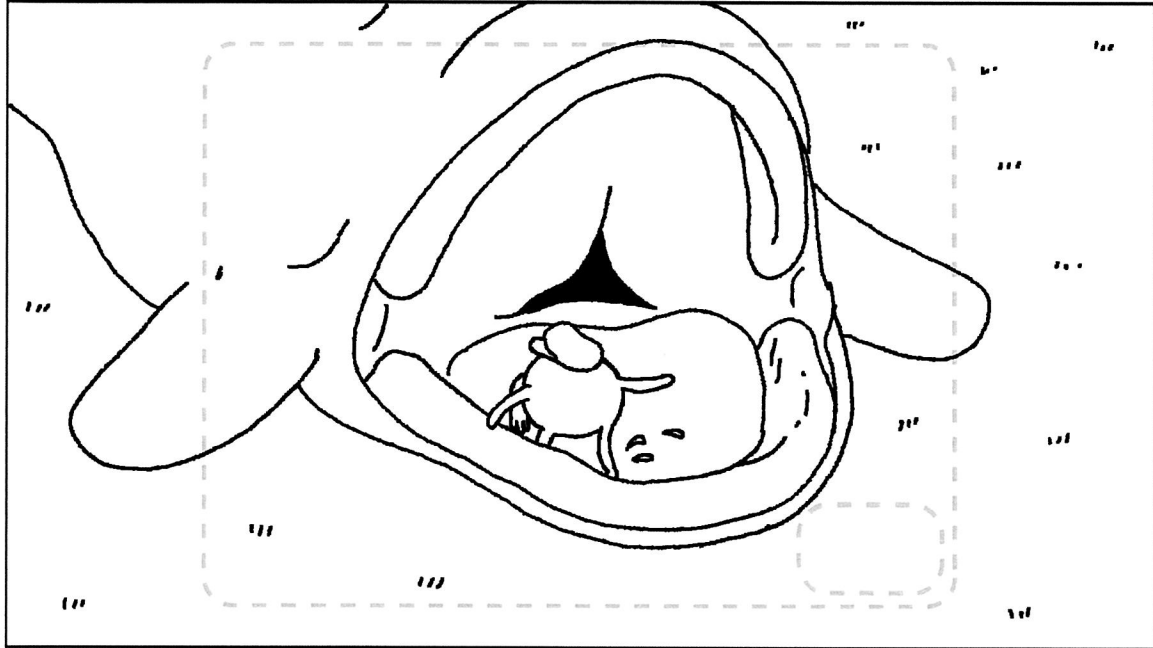


Sc. 149

Pnl. C

Bg.

day night

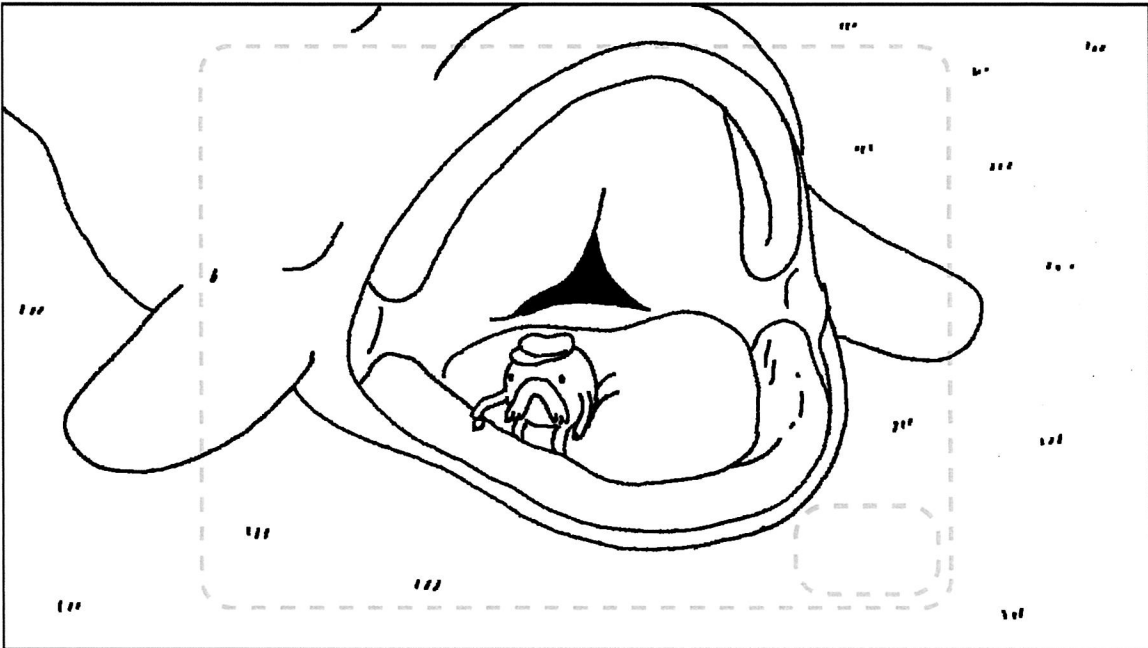


Sc. 149

Pnl. D

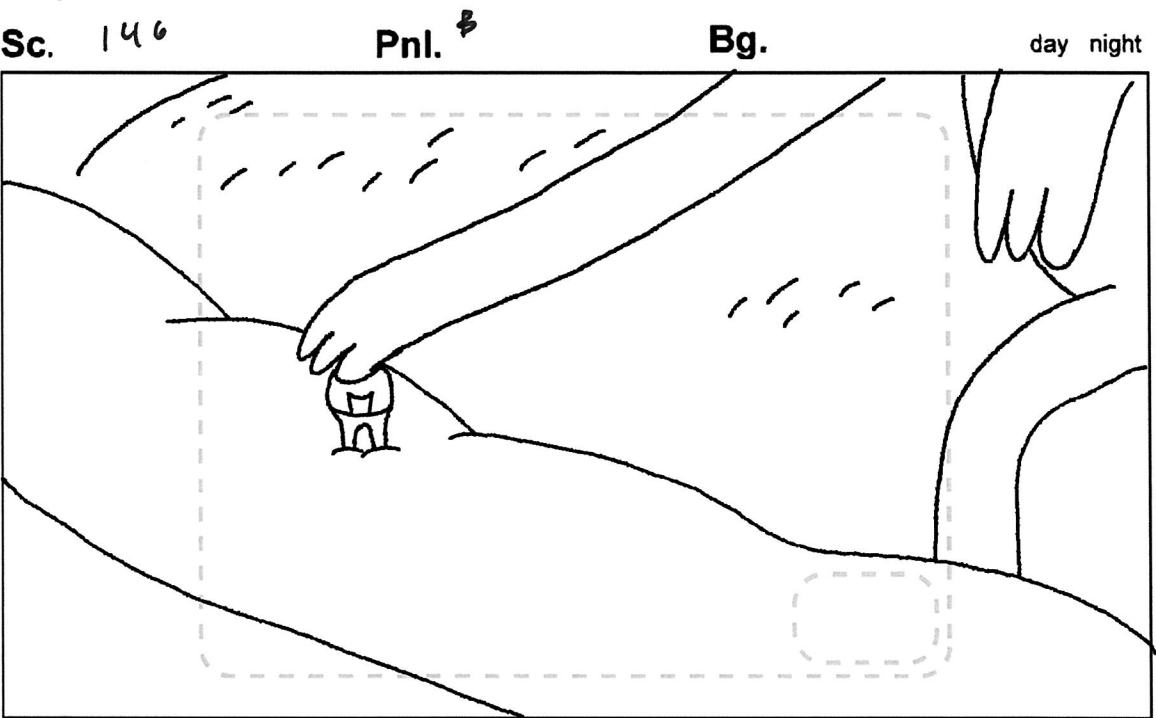
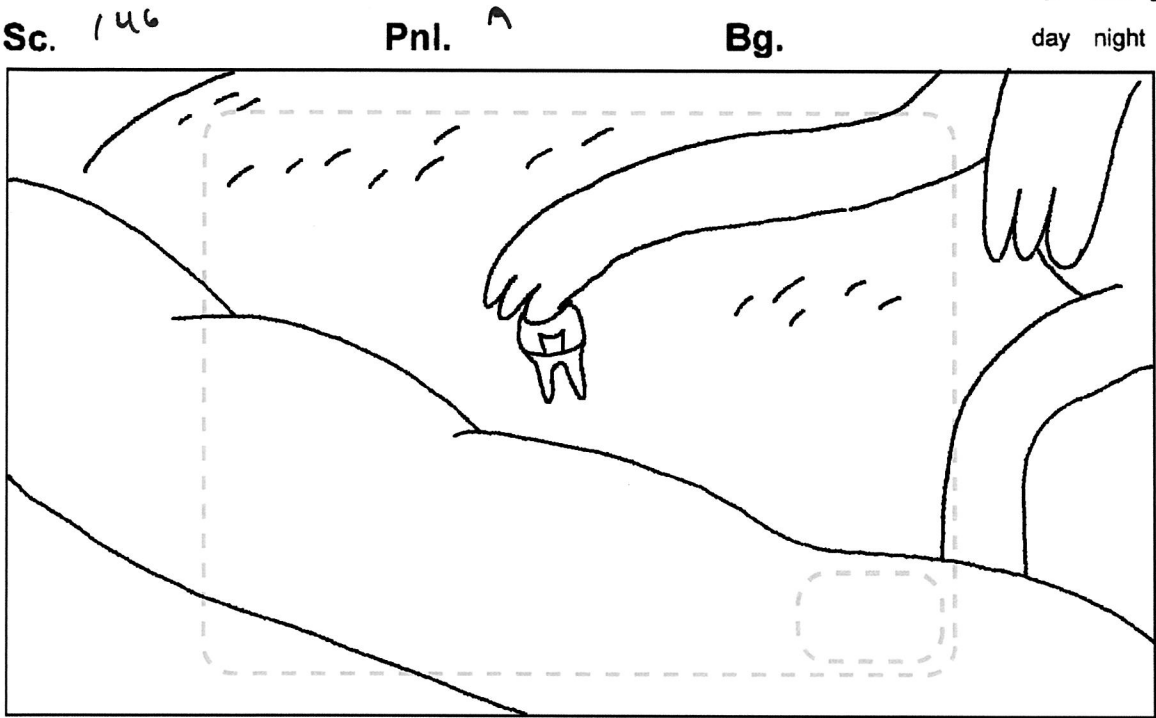
Bg.

day night



Dialog:	
Q	EHH! EHH! EHH!
SFX	SQUISH! SQUISH! SQUISH!
S	... EHH. (SRS)
Action:	
Timing:	

# ADVENTURE TIME



Dialog:
Action:
Timing:

Production : 1025-1d5

# ADVENTURE TIME

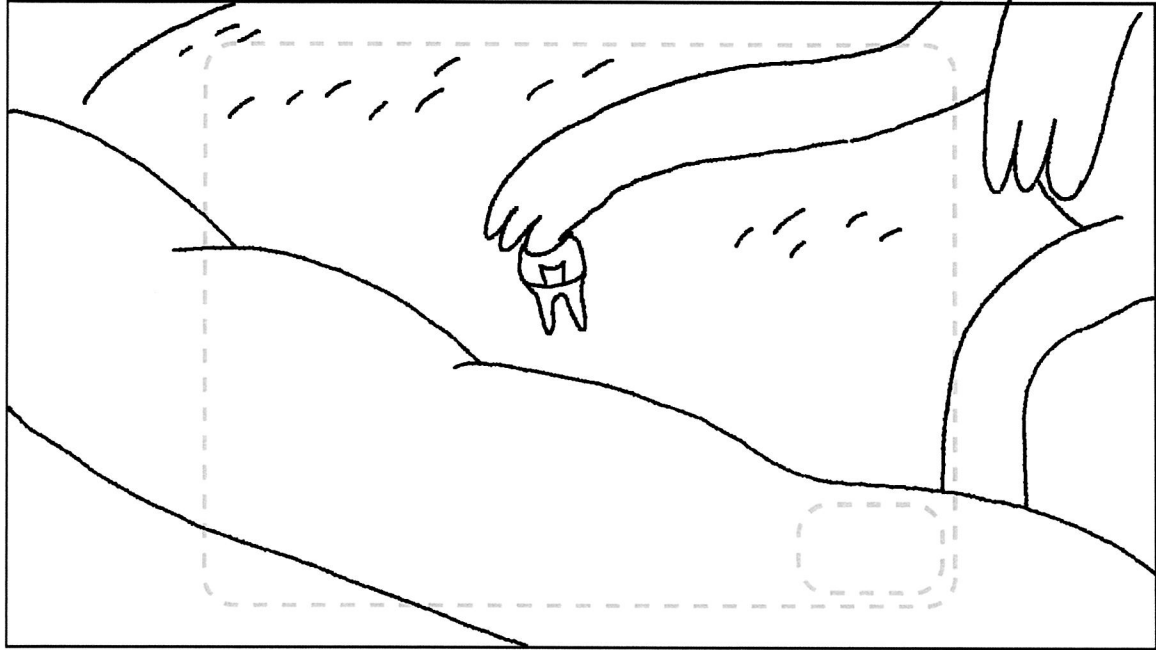


Sc. 146

Pnl. C

Bg.

day night

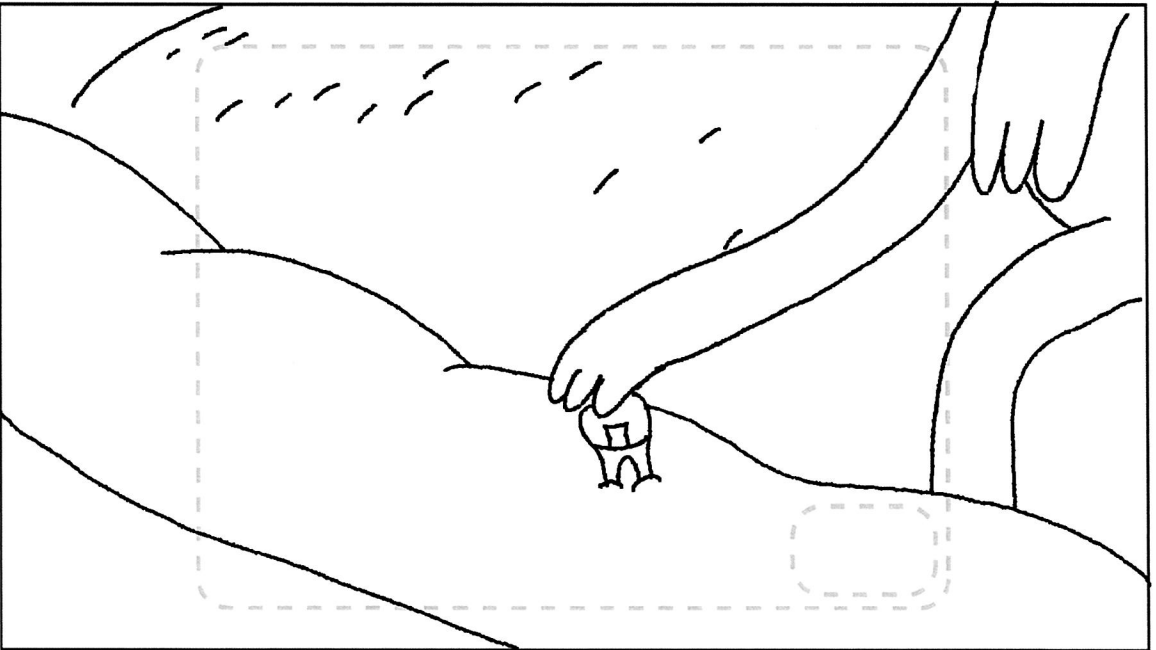


Sc. 146

Pnl. D

Bg.

day night

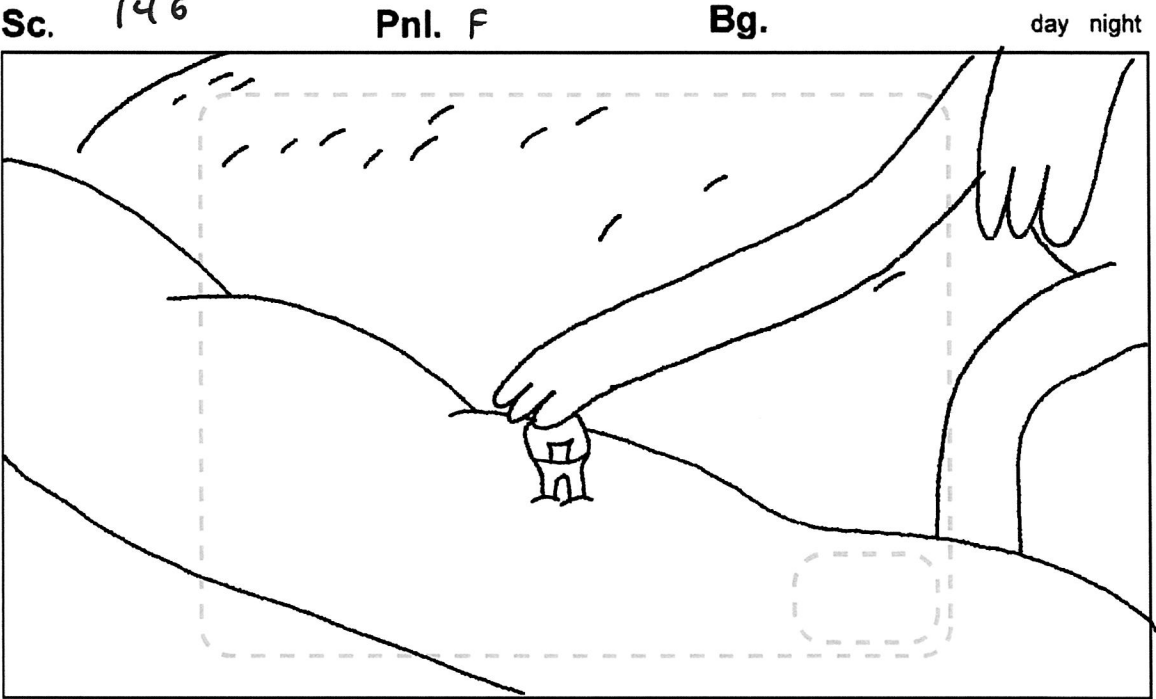
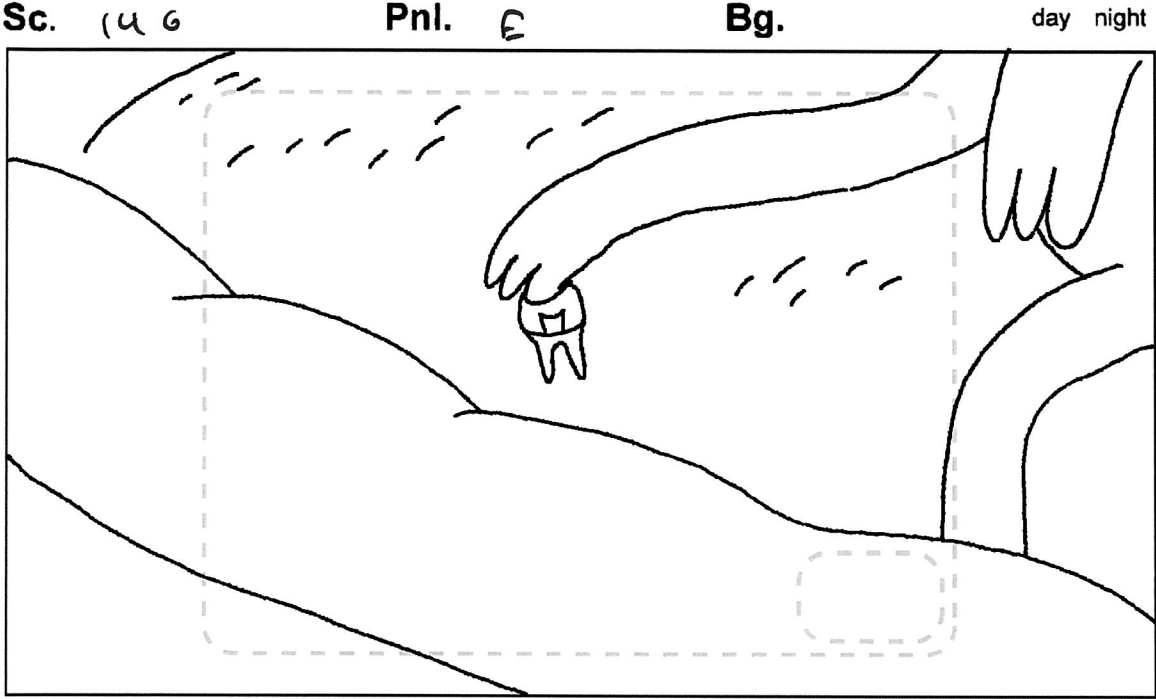


Dialog:
Action:
Timing:

EPISODE # 1025-195

Production :

# ADVENTURE TIME



Dialog:
Action:
Timing:

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 147

Pnl. A

Bg.

day night

Sc. 147

Pnl. B

Bg.

day night

Dialog:

(S) NO HOLES.

Action:

Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 147

Pnl. C

Bg.

day night

Sc. 148

Pnl. A

Bg.

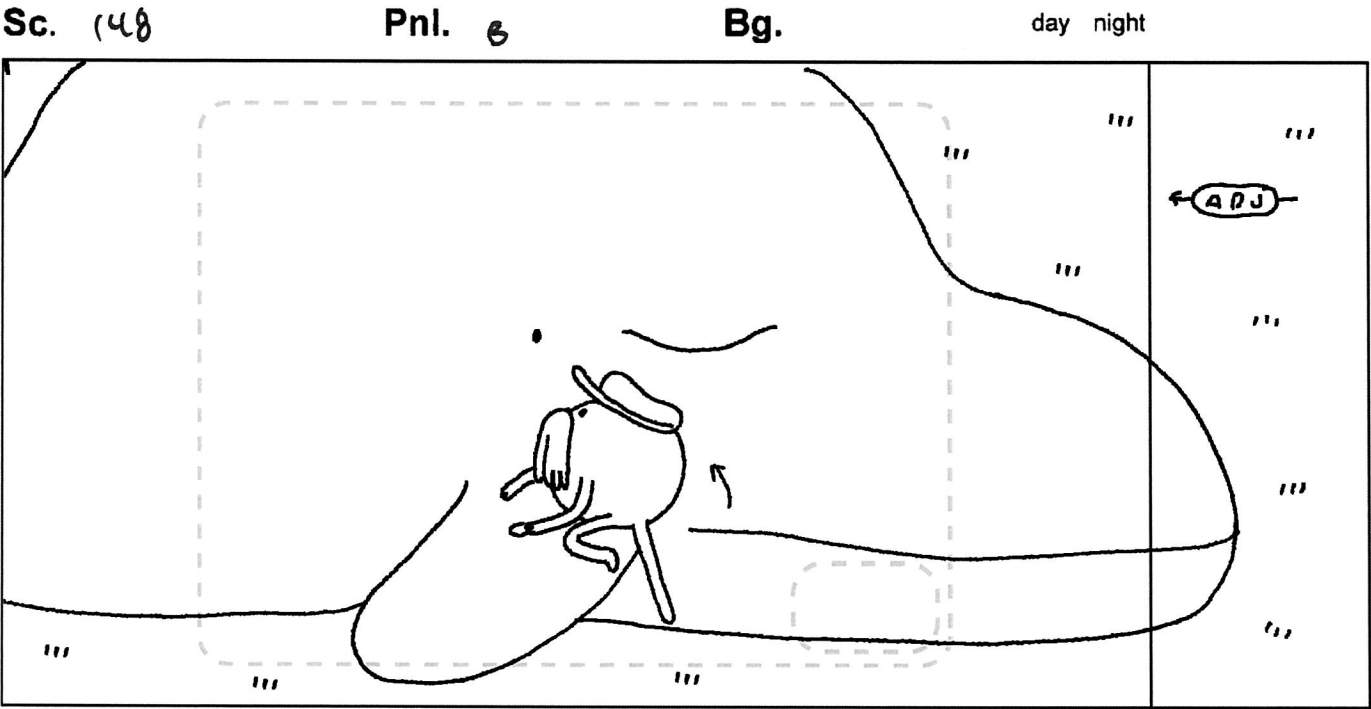
day night

Dialog:

Action:

Timing:

ADVENTURE TIME



Dialog:
Action:
Timing:

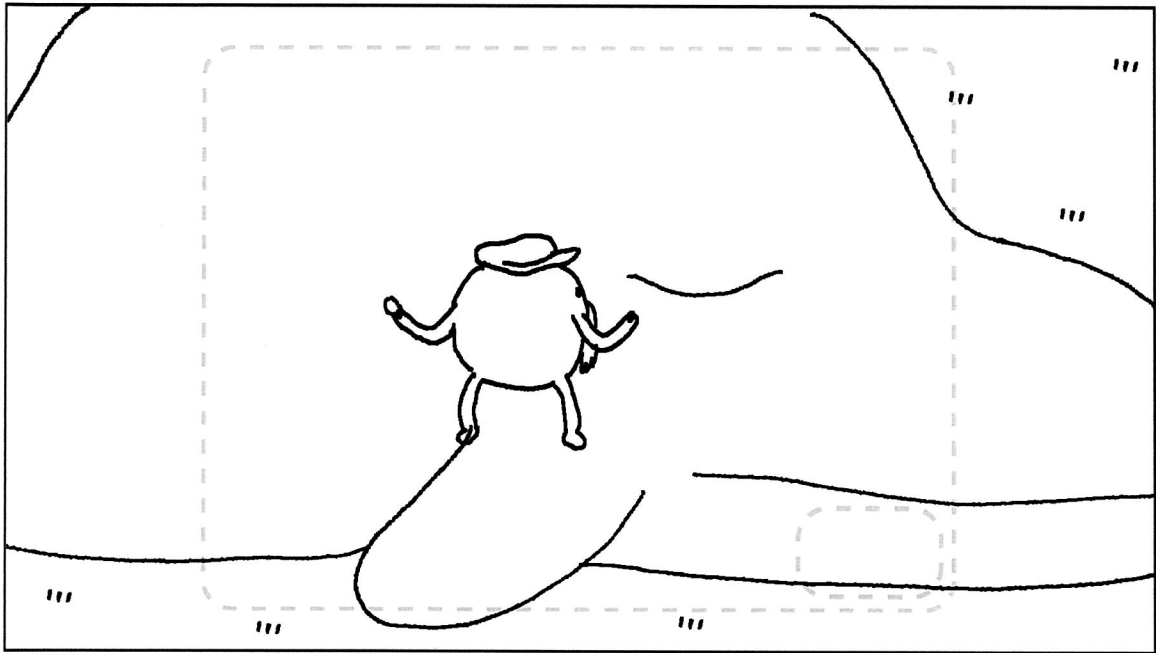


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

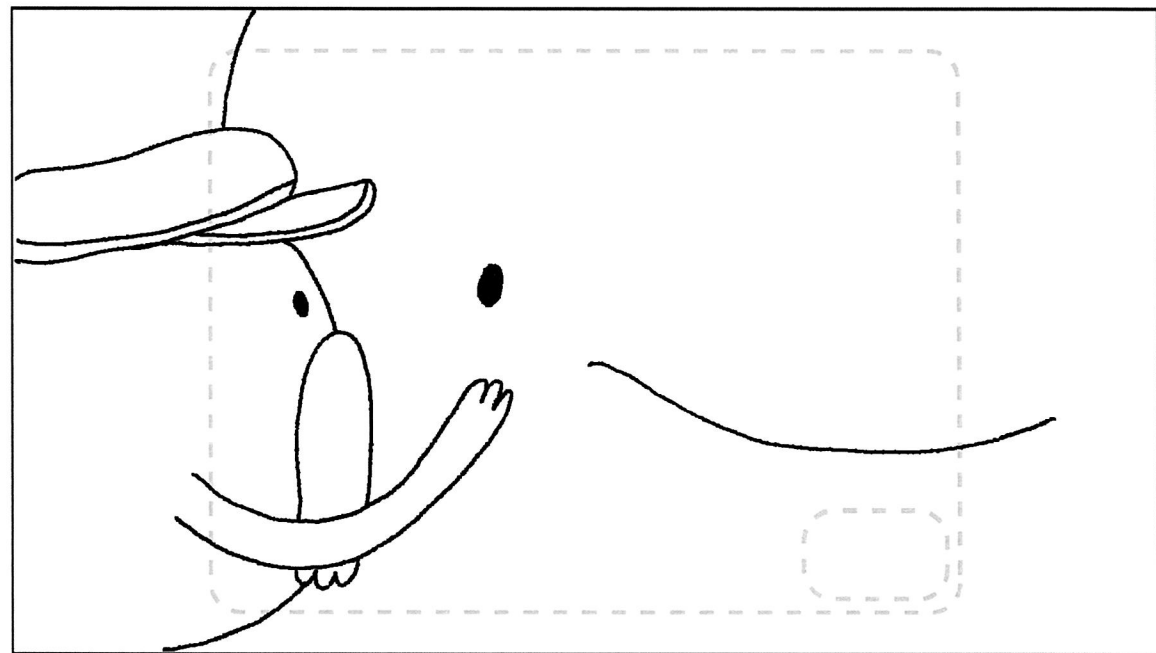
ADVENTURE TIME



Sc. 148 Pnl. C Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:	
⑤ ... YEAH ...	⑤ (TO HIMSELF) IN THE EAR .
Action:	
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME

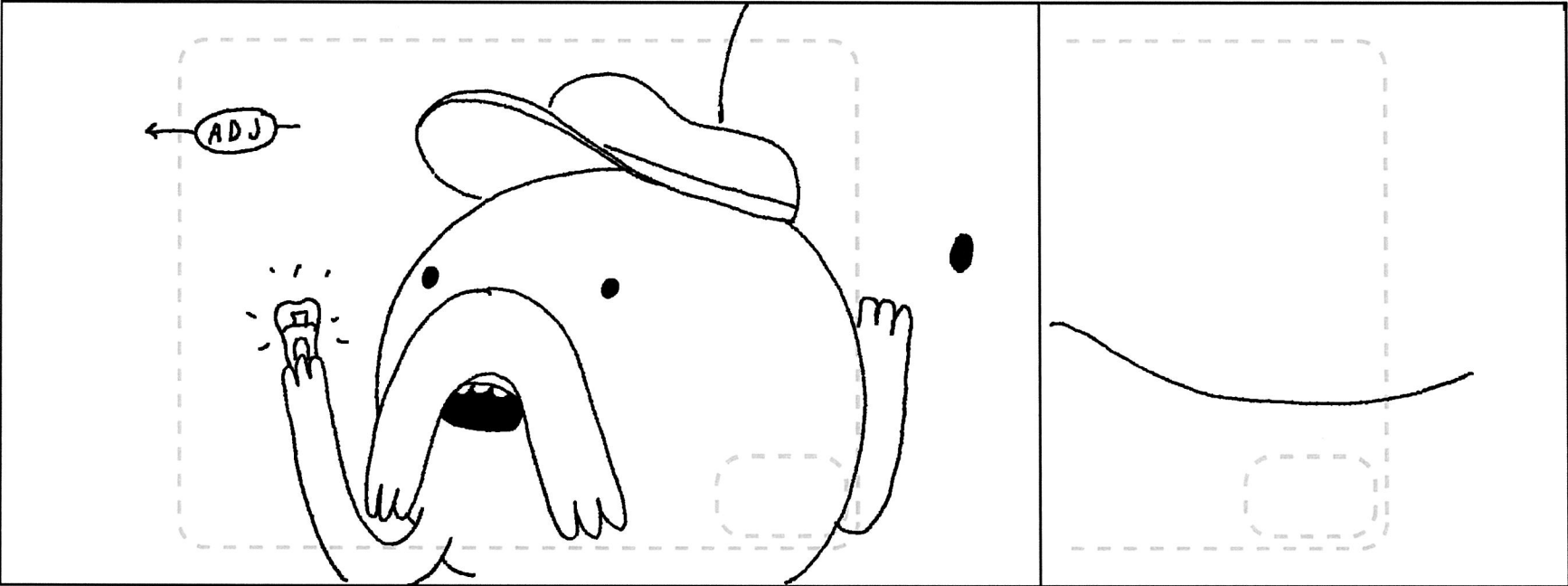


Sc. 149

Pnl. 3

Bg.

day night



Dialog:

5/ OOPS. I MEAN (LOUD & TO P.B.) "IN THE REAR THAT'S  
WHAT ALL THIS WALKING IS GOOD FOR. IT GIVES  
ME SELF ESTEEM TO HAVE A NICE REAR."

Action:

Timing:

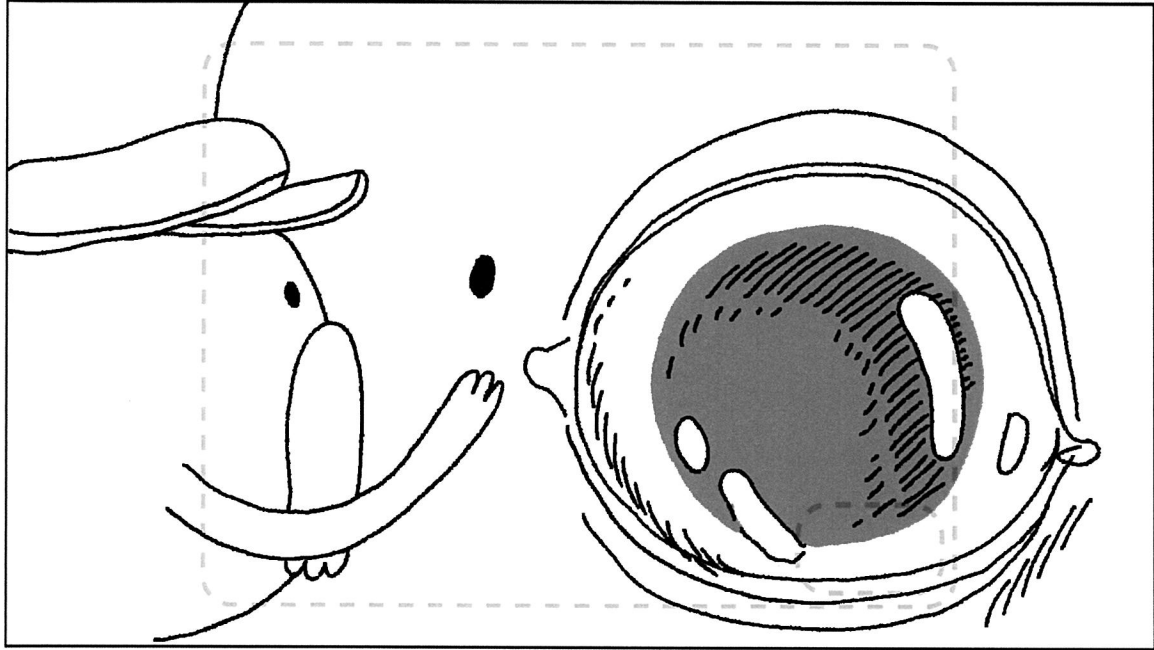
EPISODE # 1025-195

Production :

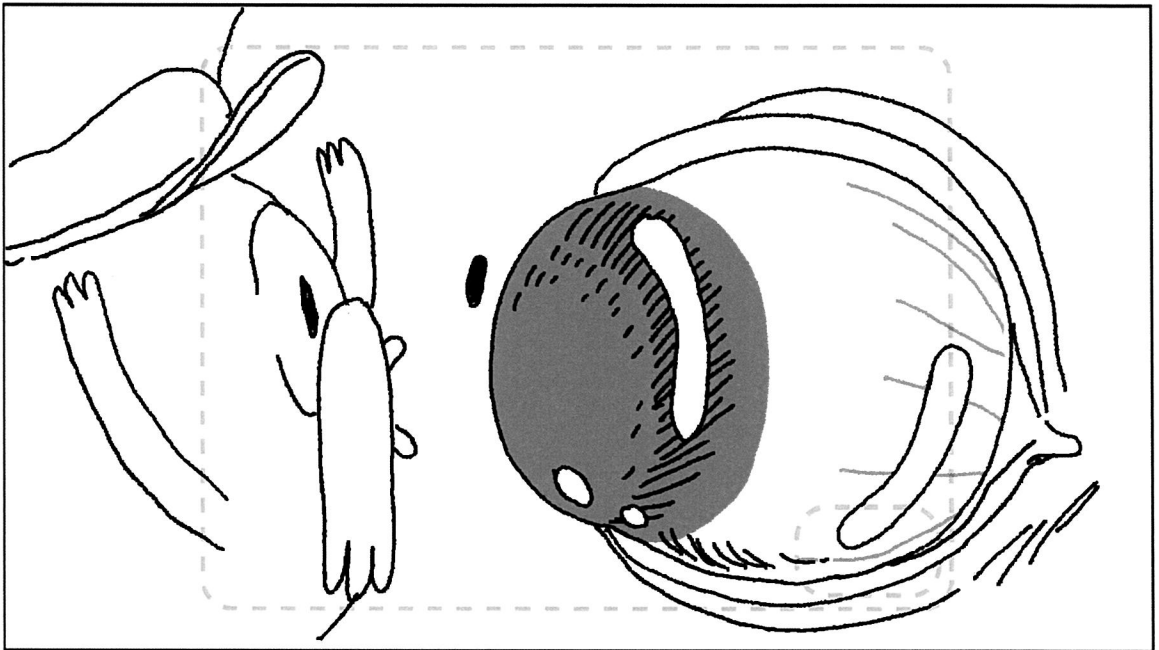
ADVENTURE TIME



Sc. 149 Pnl. C Bg. day night



Sc. 149 Pnl. D Bg. day night



Dialog:	WAUGH!!
Action:	LIKE A WHALE'S EYE,
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

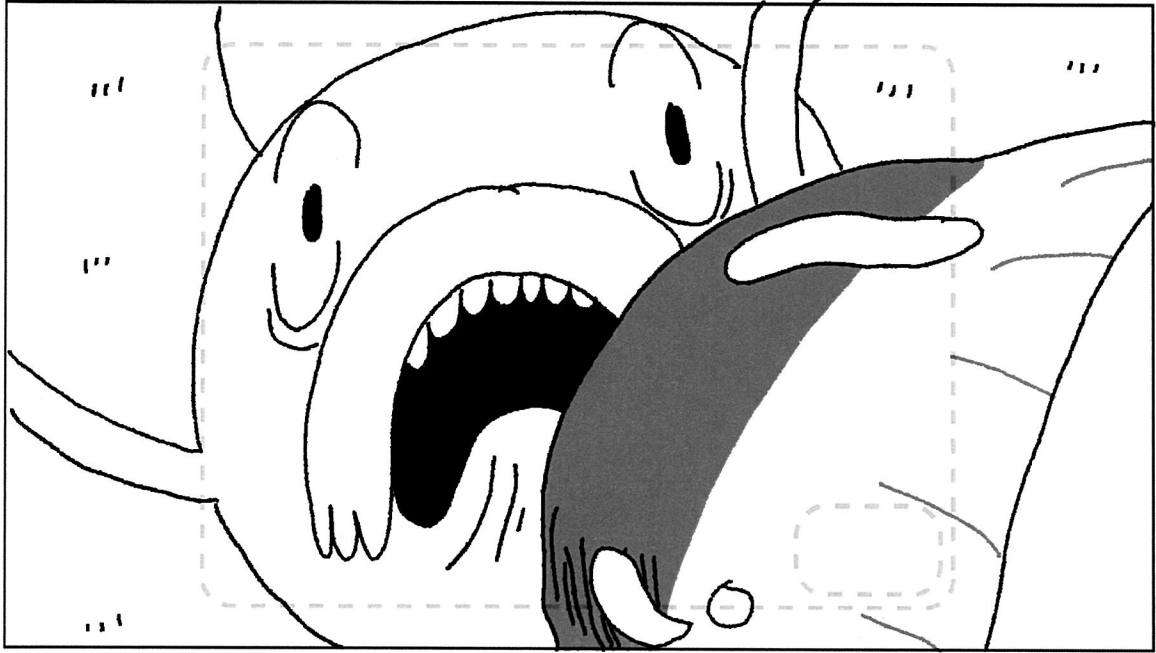
# ADVENTURE TIME



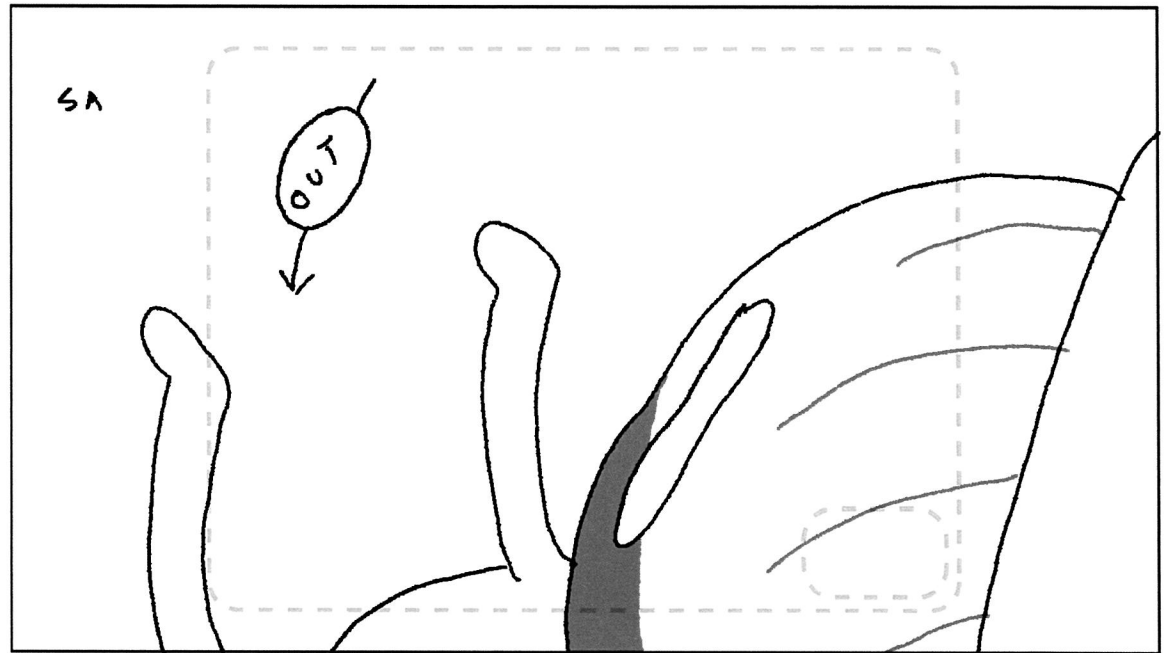
150

Page 212

Sc. 150 Pnl. A Bg. day night



Sc. ~~150~~ 150 Pnl. B Bg. day night



Dialog:	③ A A A A A ! ! !
Action:	
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME

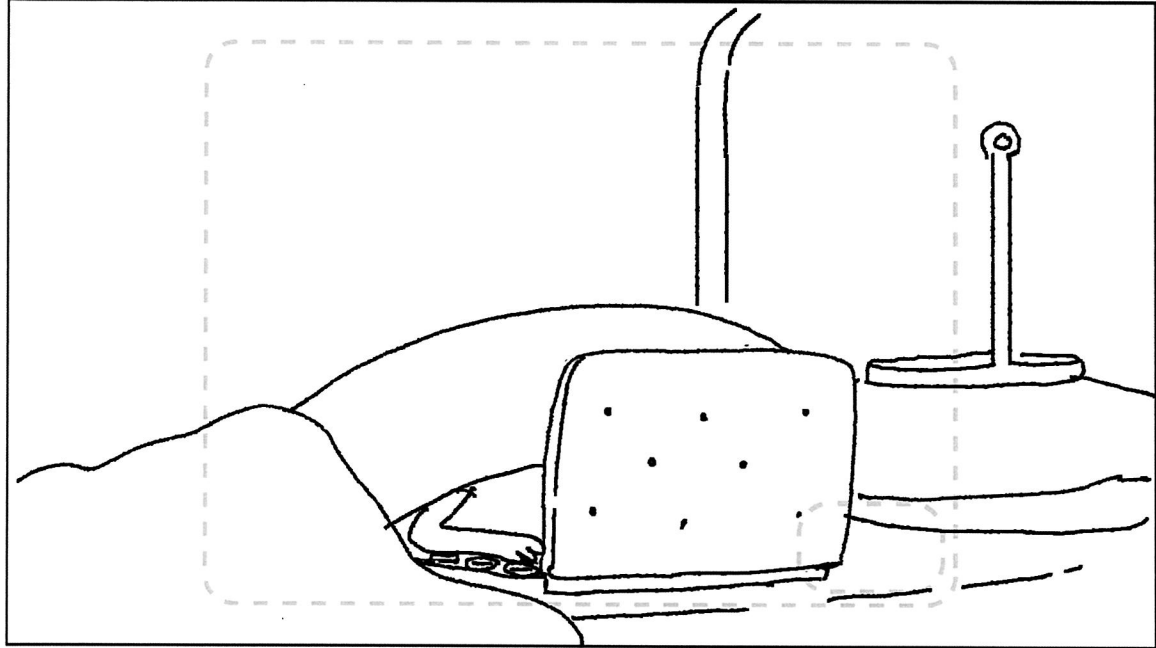


Sc. 151

Pnl. A

Bg.

day night

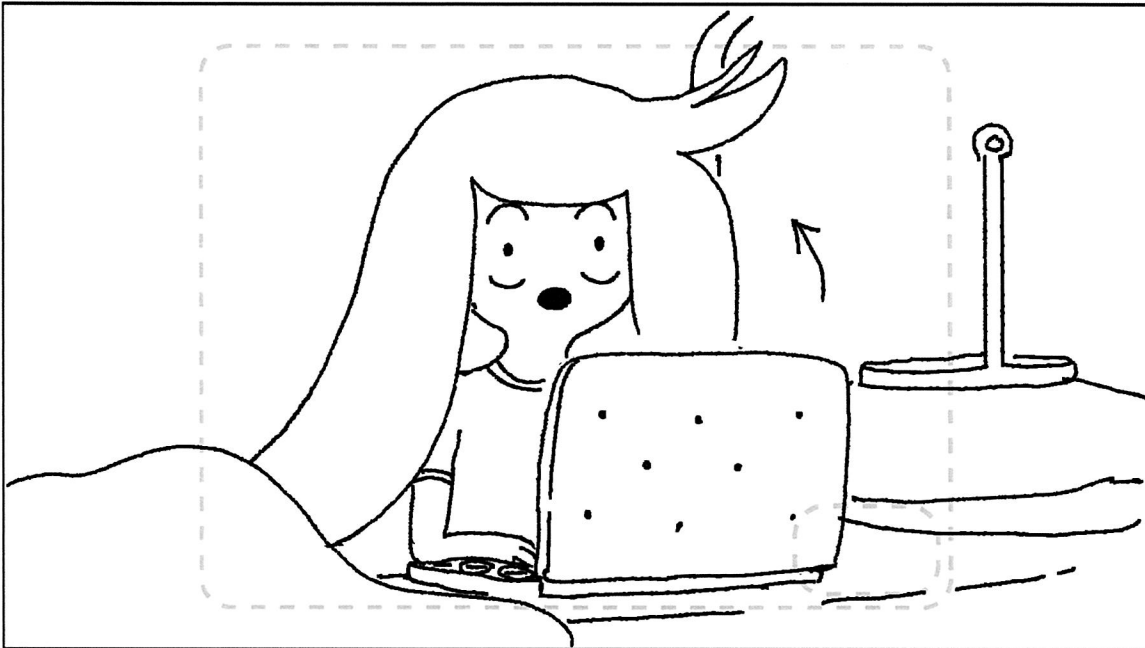


Sc. 151

Pnl. B

Bg.

day night



Dialog:	Q WAUGH! AAA! AAA! AAA! Q WO OOOH! WA OOO OOH!!!
Action:	LAPTOP POSITION IS DIFFERENT THAN BEFORE FOR SIMPLICITY. IS THAT COOL?
Timing:	

1025-1a5

EPISODE #

Production :

ADVENTURE TIME

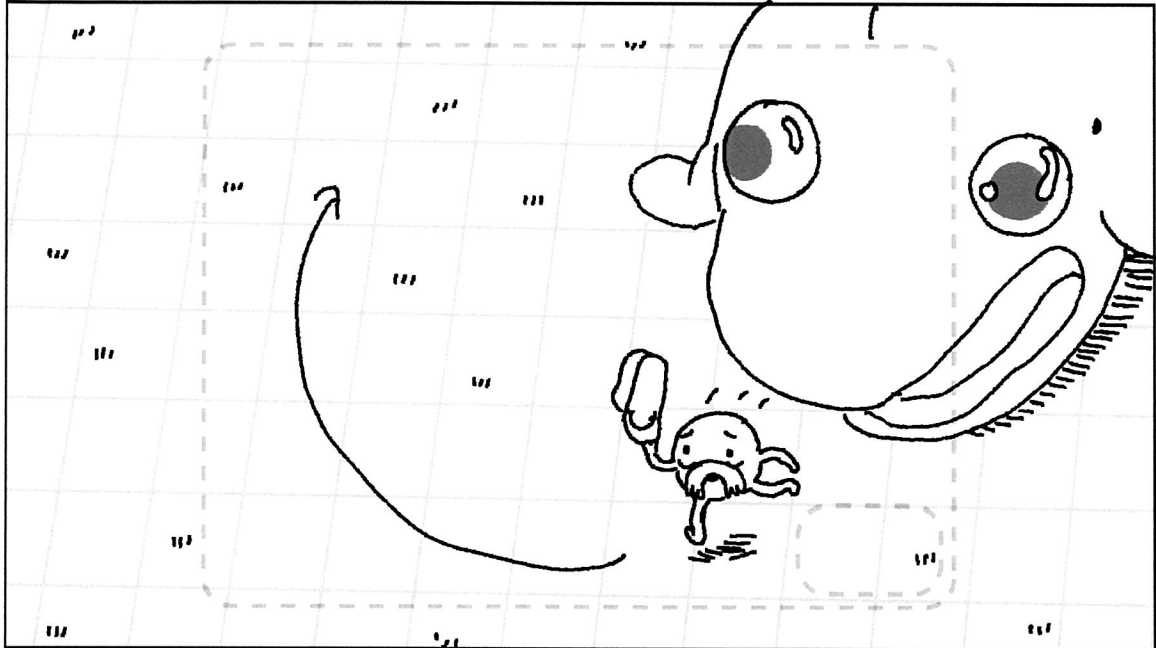


Sc. 152

Pnl. A

Bg.

day night

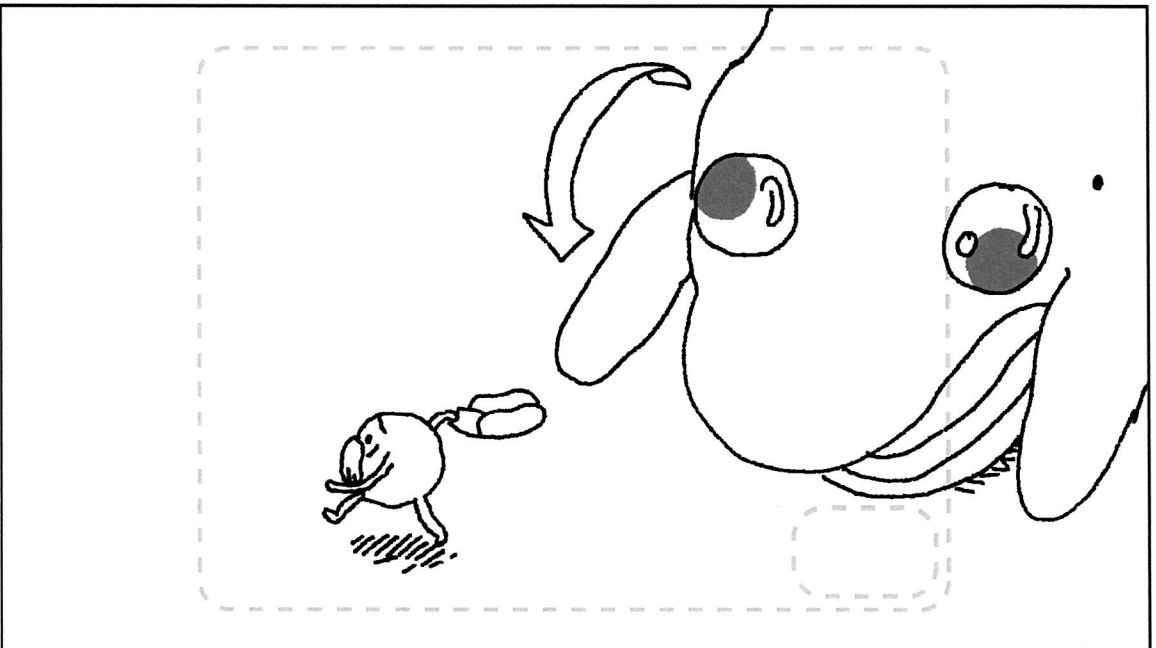


Sc. 152

Pnl. B

Bg.

day night



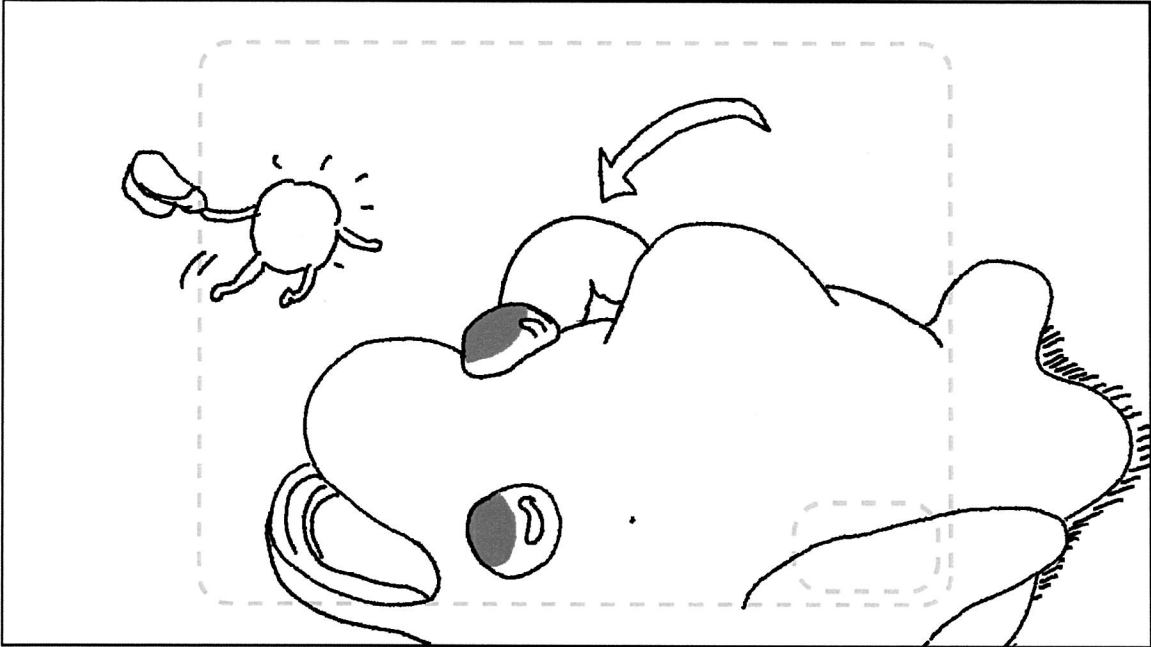
Dialog:	⑤ AAA! AAA! ④ W G O O A A H!
Action:	WEIRD BEDLAM
Timing:	

Production : EPISODE # 1025-195

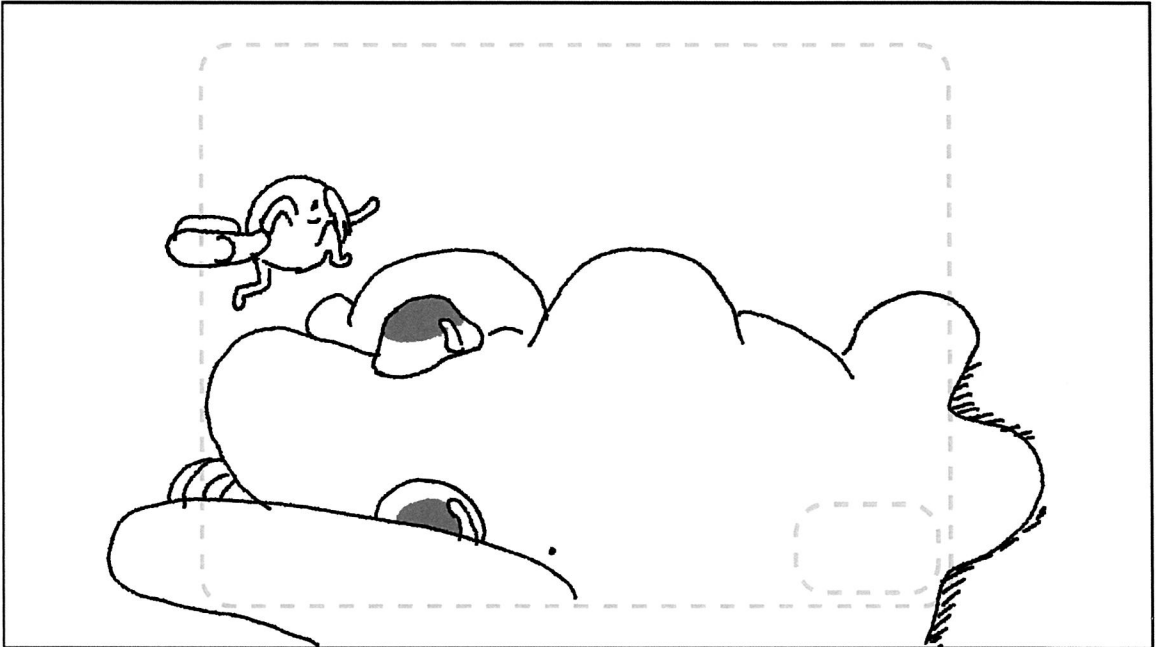
ADVENTURE TIME



Sc. 152 Pnl. C Bg. day night



Sc. 152 Pnl. D Bg. day night



Dialog: ⑤ A AUG! AAA! MERCY FROM THE WET EYES !!  
⑥ WOO O A A A O O O O O O O W O O O A.  
Action: TRIPS. GETS UP.  
Timing:

EPISODE # 1025-195 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

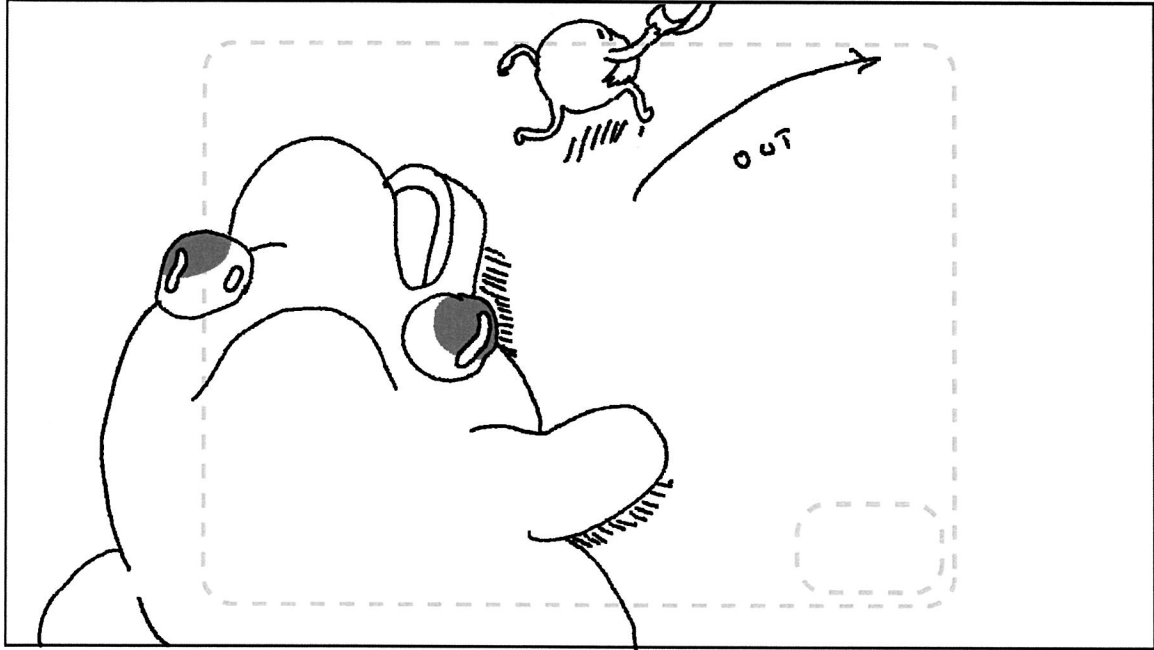


Sc. 152

Pnl. E

Bg.

day night

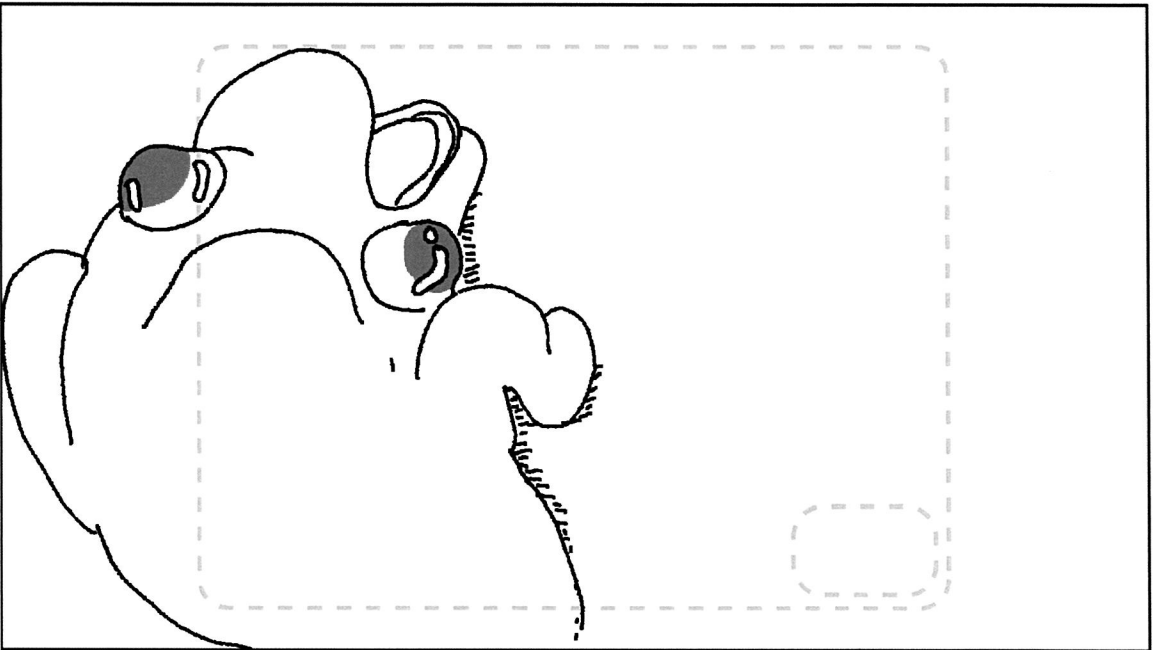


Sc. 152

Pnl. F

Bg.

day night



Dialog:
( ETC. )
Action:
Timing:

EPISODE # 1025-195

Production :



# ADVENTURE TIME

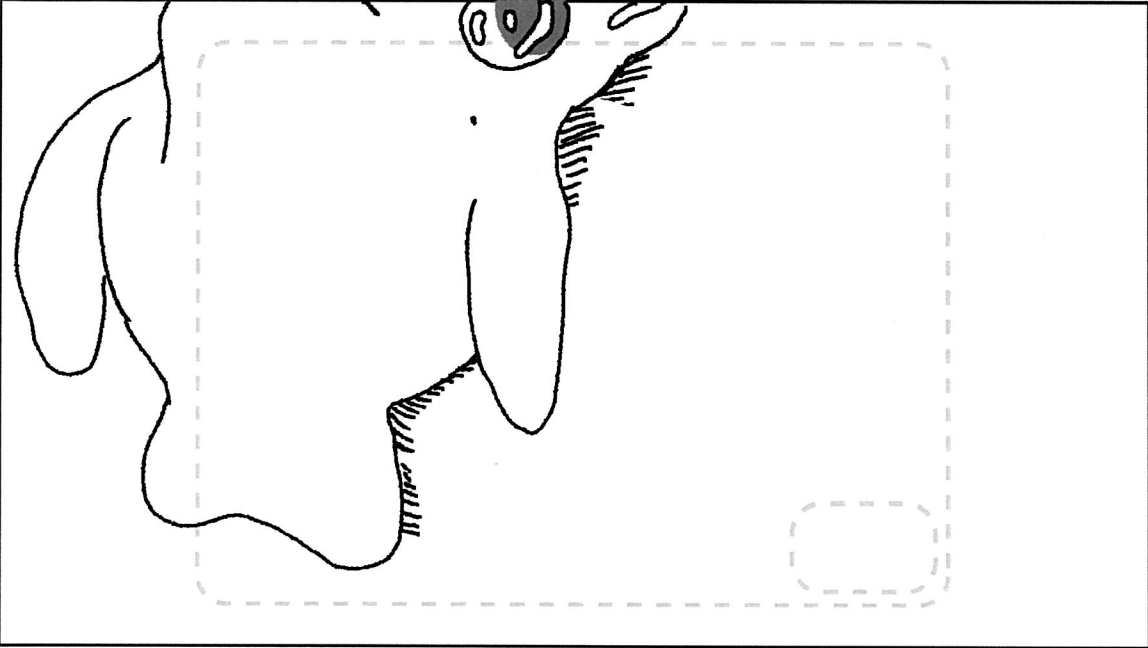


Sc. 192

Pnl. G

Bg.

day night

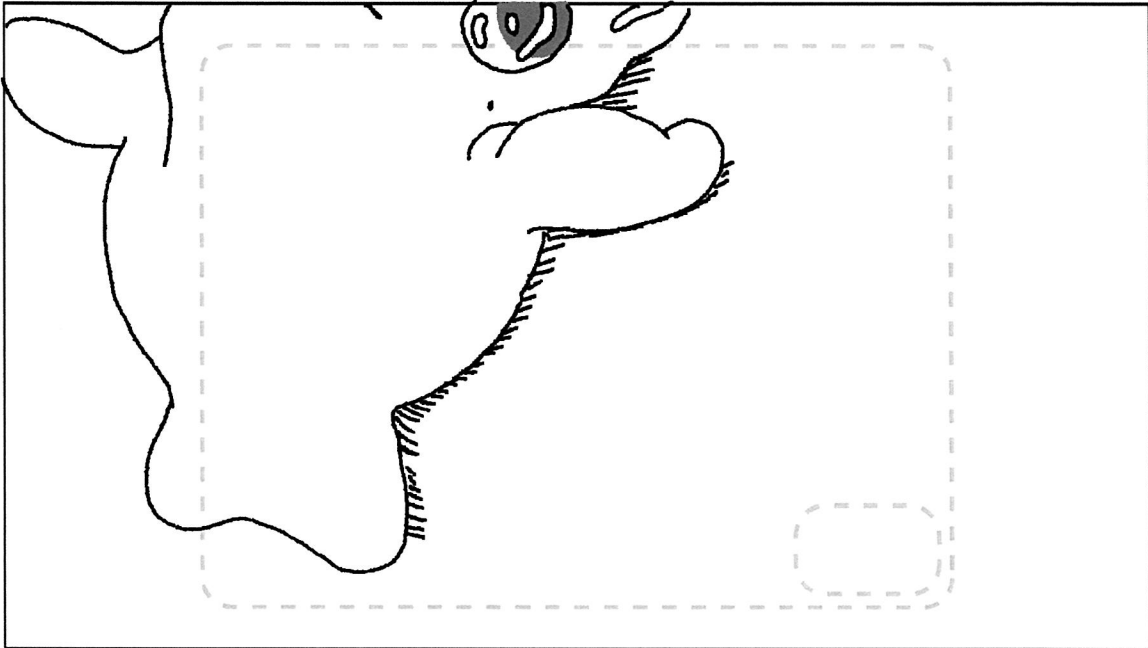


Sc. 192

Pnl. 11

Bg.

day night



Dialog:
(ETC.)
Action:
Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME

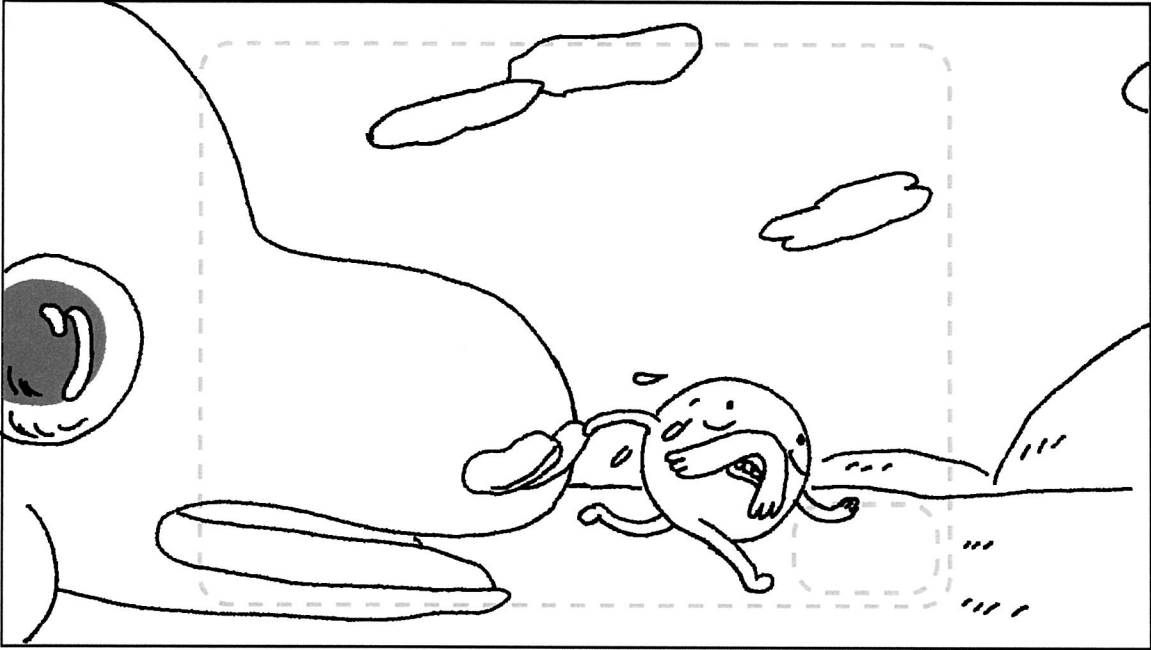


Sc. 153

Pnl. A

Bg.

day night

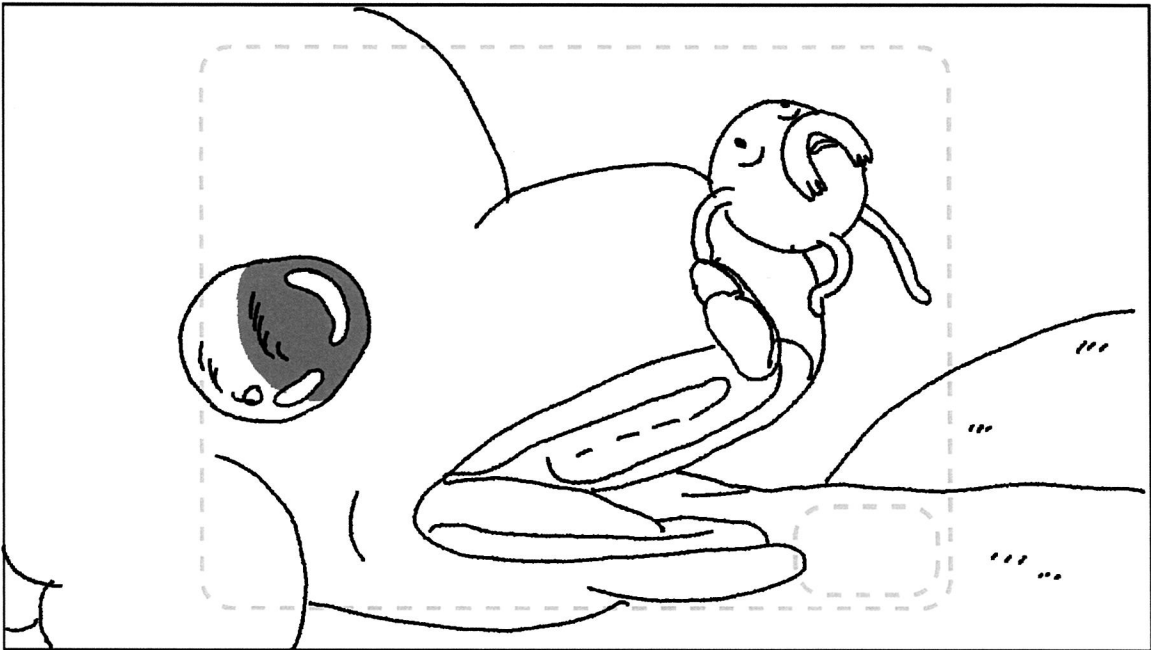


Sc. 153

Pnl. B

Bg.

day night



Dialog:

③ HUFF HUFF

④ WAUGH H

③ OH!

④ NNGHOAWW!

Action:

Timing:

1025-195

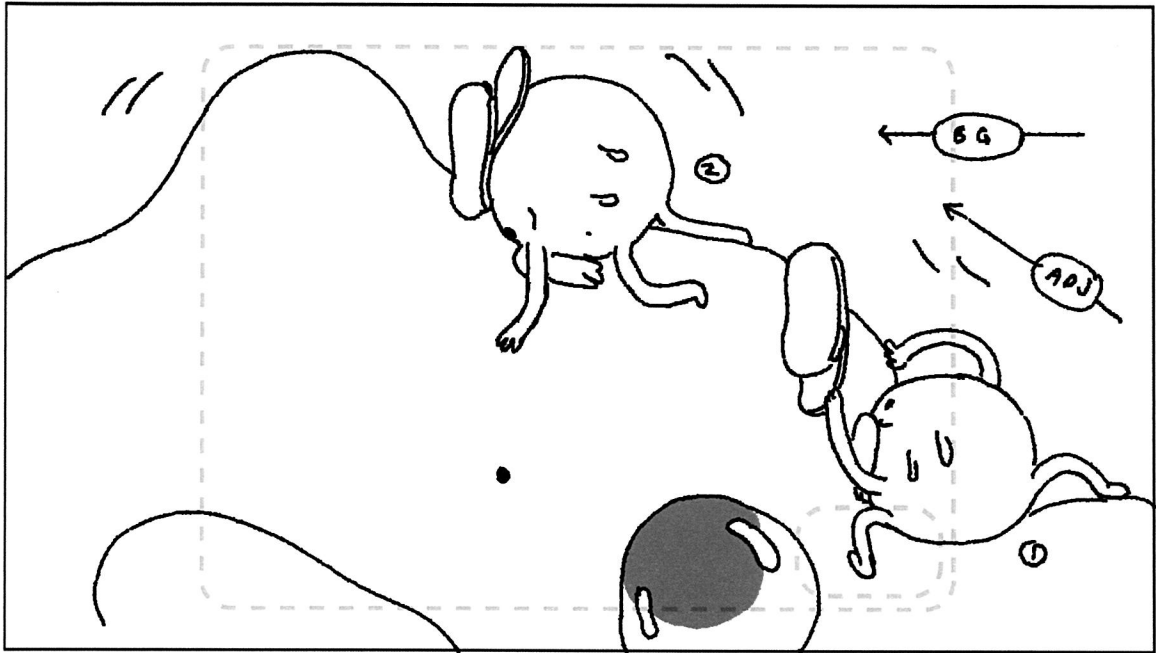
EPISODE #

Production :

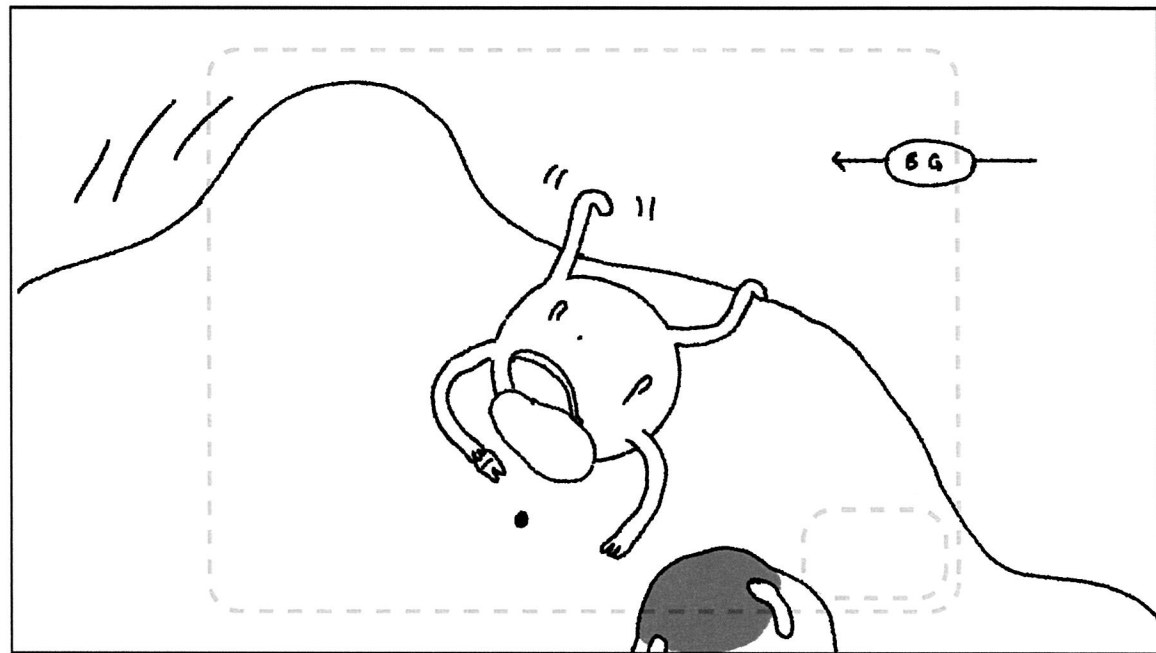
ADVENTURE TIME



Sc. 153 Pnl. C Bg. day night



Sc. 153 Pnl. D Bg. day night



Dialog:	⑤ HUFF HUFF WAH HUFF.
	WOOAHH! MMMWOOOAHH!
Action:	TRACK FOLLOWING STARCHY.
Timing:	

ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night

Sc. 154 Pnl. B Bg. day night

Dialog: ③ HUFF HUFF, 1-1-IN THERE!  
④ W O O O O O -  
Action: IN DEEP.  
Timing:

EPISODE # 1025-195 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 1SS      Pnl. A      Bg.      day night

Sc. 1SS      Pnl. B      Bg.      day night

Dialog:
g W O O O O O O W . . . .
Action:
Timing:

EPISODE # 1025-195      Production :

ADVENTURE TIME



Sc. 156

Pnl. A

Bg.

day night

Sc. 157

Pnl. A

Bg.

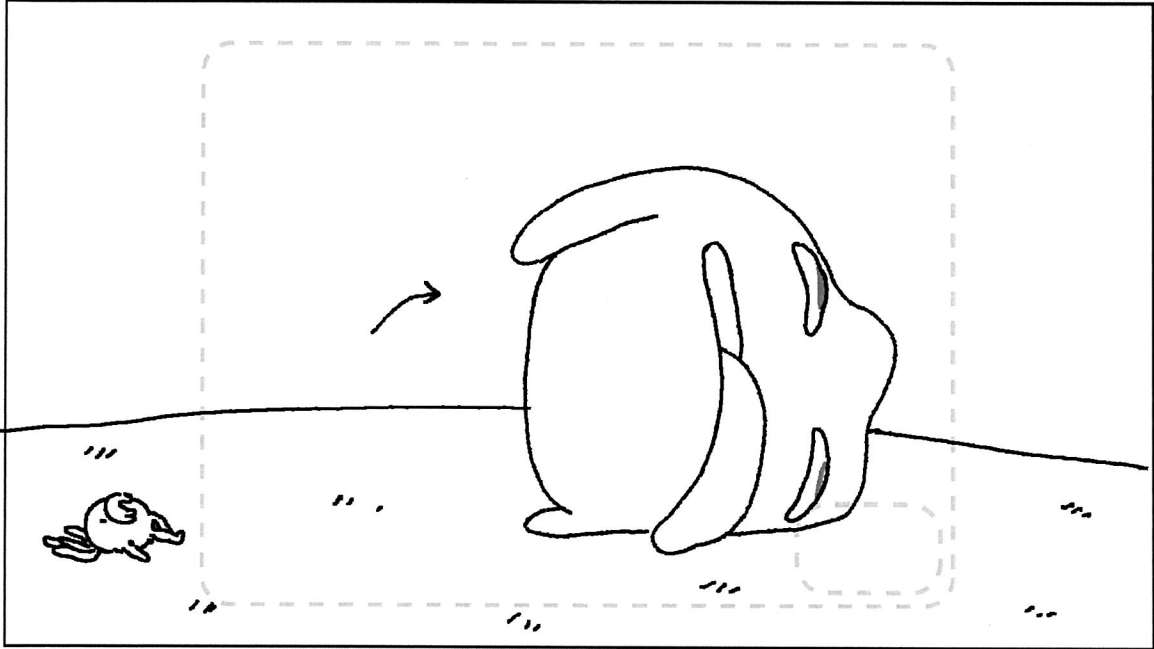
day night

Dialog:	⑤ WOOF!	⑤ SFX	≡ GROOOOAAA -
Action:			
Timing:			

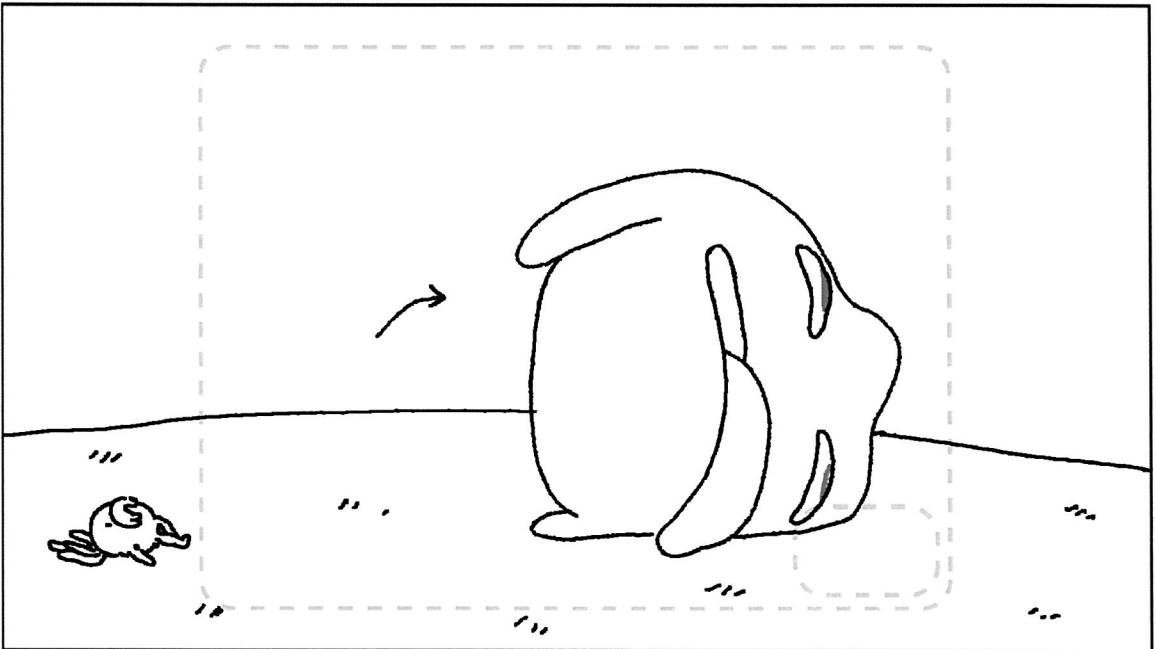
ADVENTURE TIME



Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night



Dialog:	- O O O O O A N N N "
Action:	TIPS OVER LIKE A FELLED TREE
Timing:	BEAT

1025-195

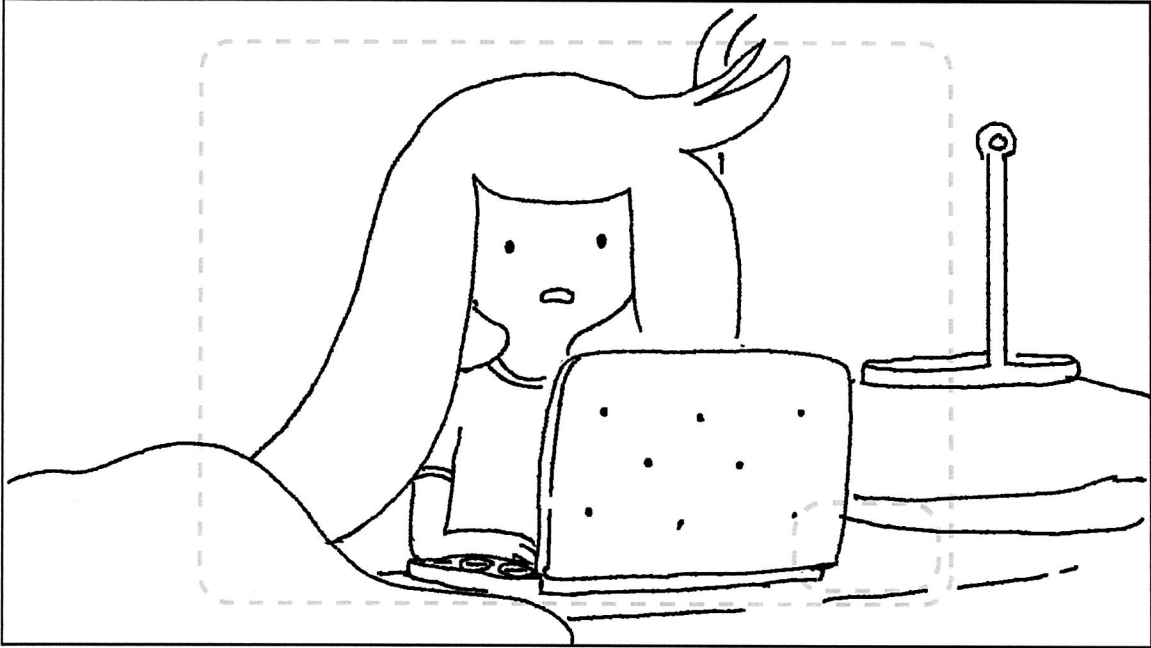
EPISODE #

Production :

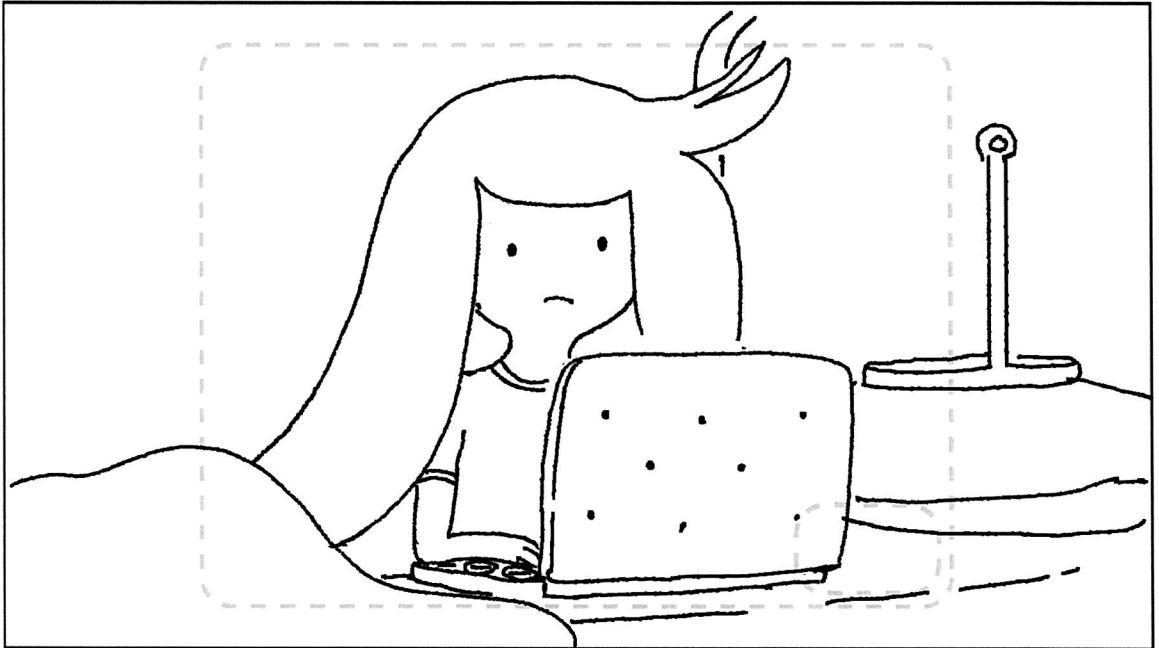
ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night



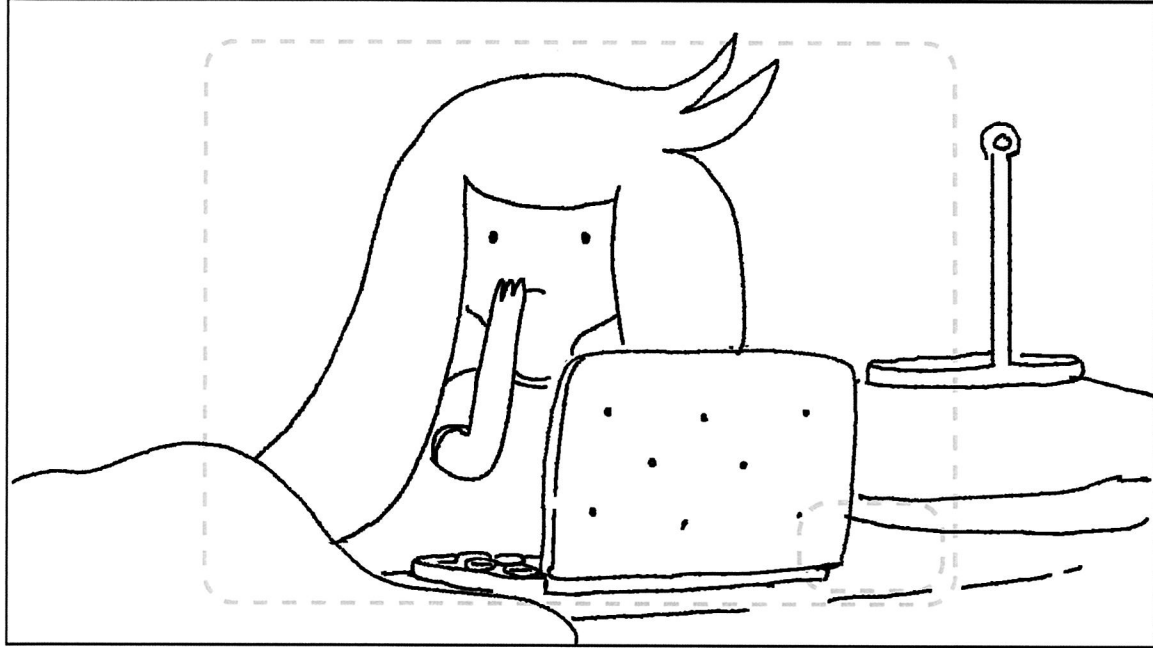
Dialog:
⑤ STARCHY?
Action:
Timing:



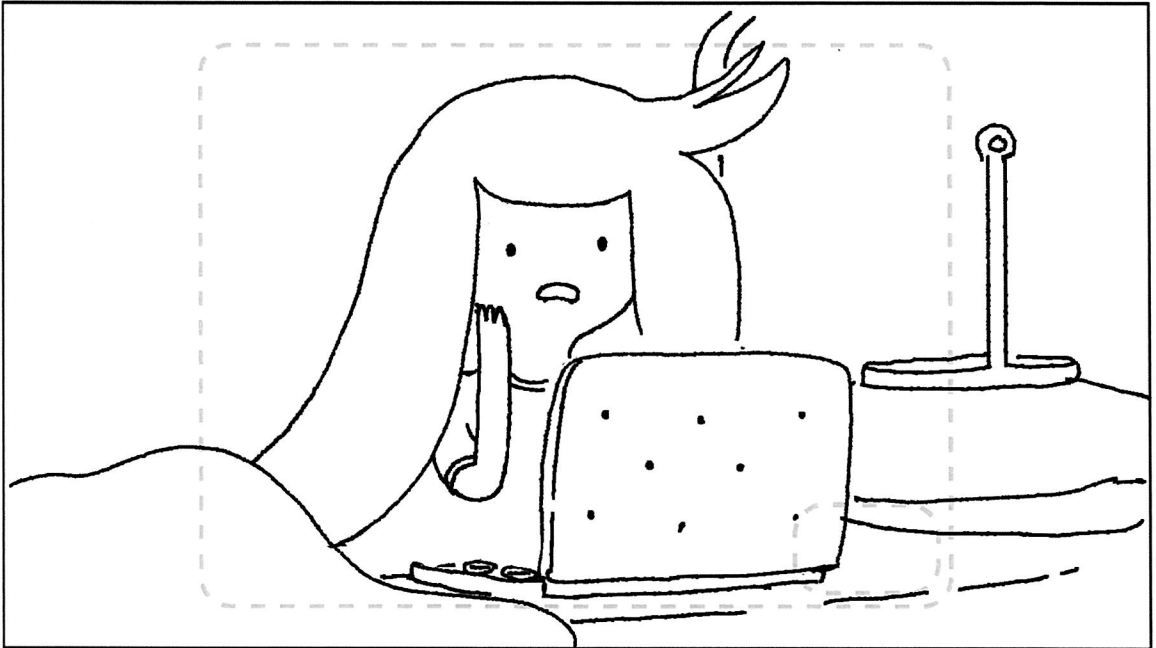
ADVENTURE TIME



Sc. 158 Pnl. C Bg. day night



Sc. 158 Pnl. D Bg. day night



Dialog:	(PB) DID STARCHY JUST DIE?
Action:	
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME

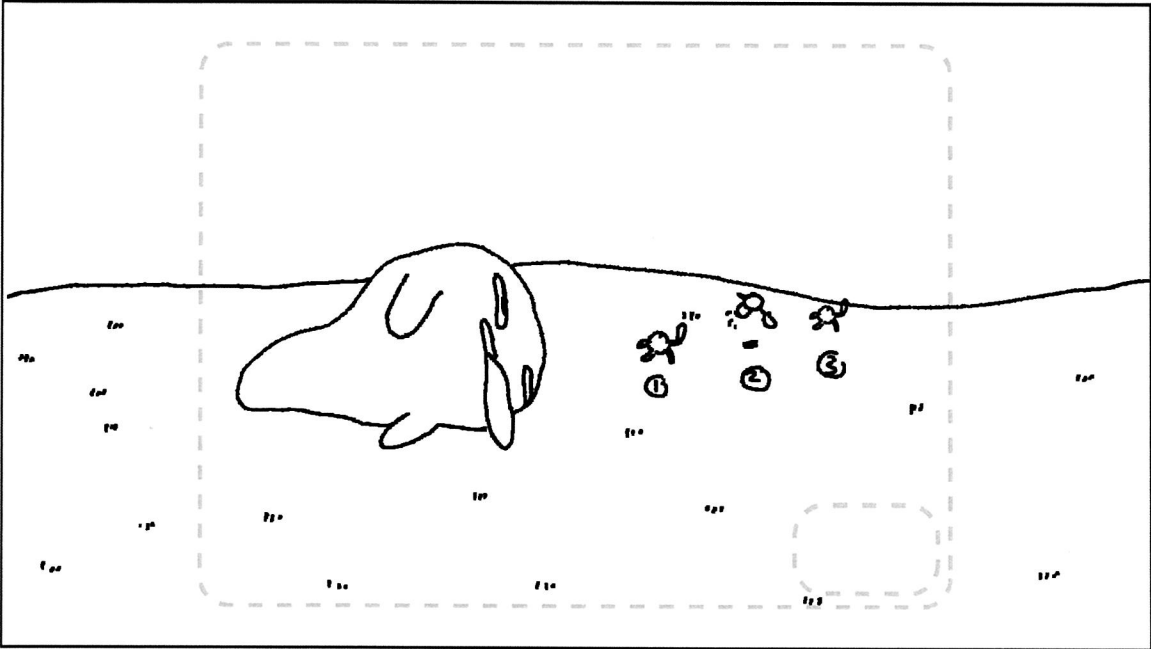


Sc. 159

Pnl. A

Bg.

day night

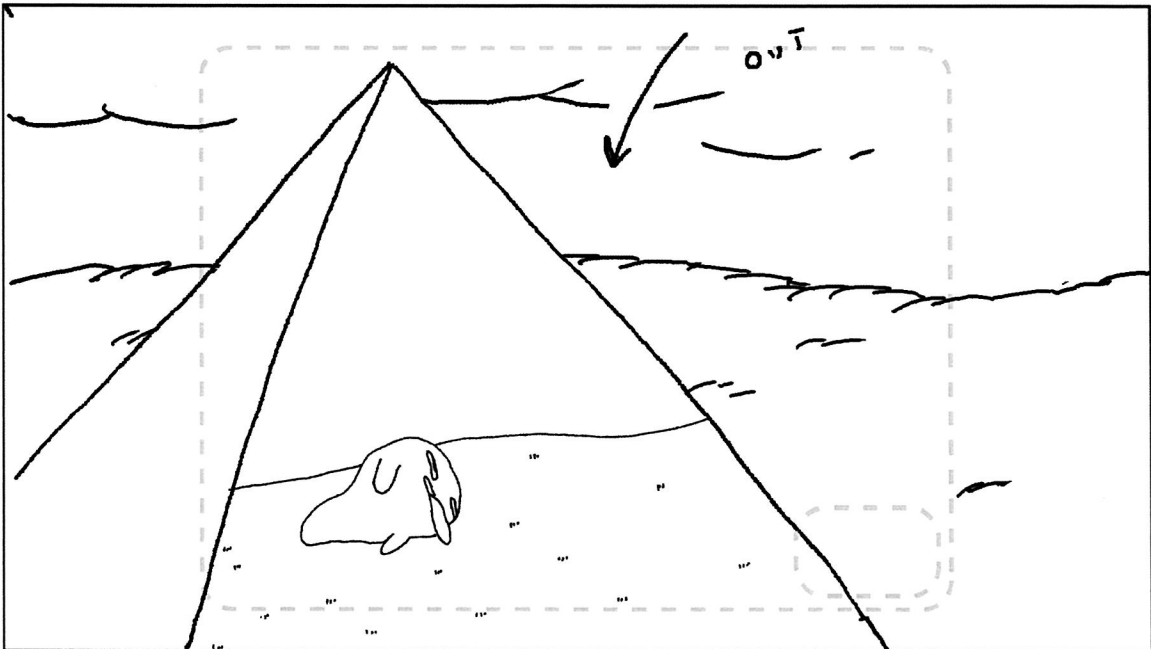


Sc. 160

Pnl. A

Bg.

day night



Dialog:	①. ② HEY-HEY!
Action:	STARCHY RUNS OFF ② CLICKS HEELS
Timing:	

1025-195

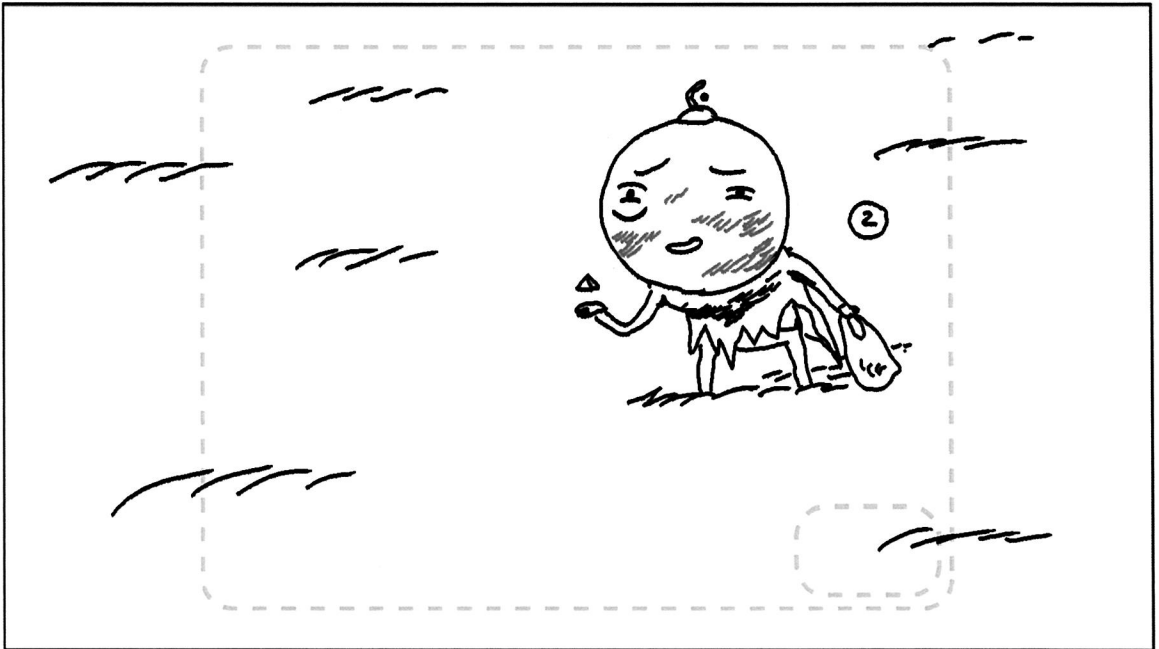
EPISODE #

Production :

ADVENTURE TIME



Sc. 160 Pnl. B Bg. day night Sc. 161 Pnl. A Bg. day night




Dialog:

© THINGS LOOKING UP!

Action:

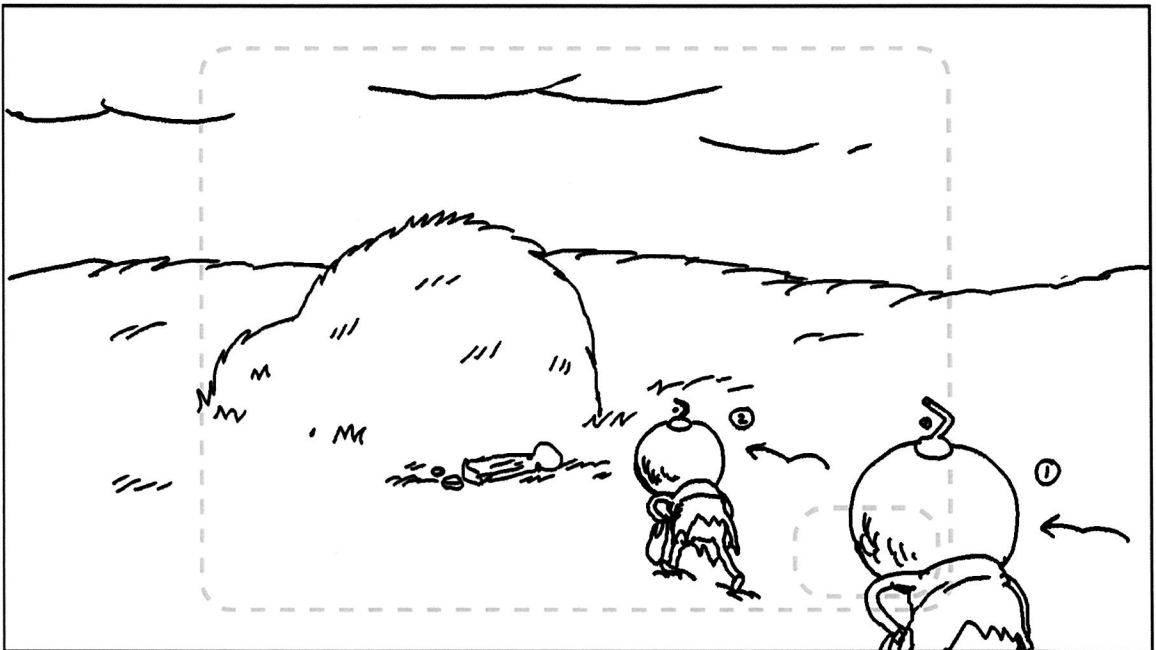
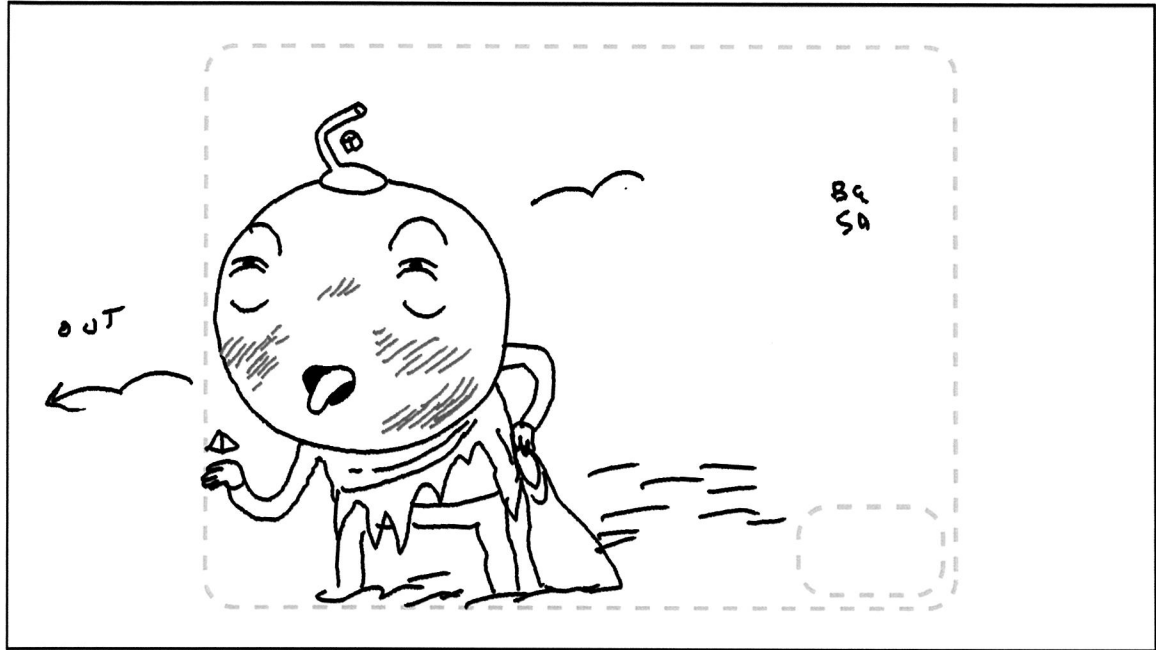
Timing:



ADVENTURE TIME



Sc. 161 Pnl. B Bg. day night Sc. 162 Pnl. A Bg. day night



Dialog:
@/ COUGH !
Action:
SMILING THRU HIS COFFS.
Timing:

ADVENTURE TIME

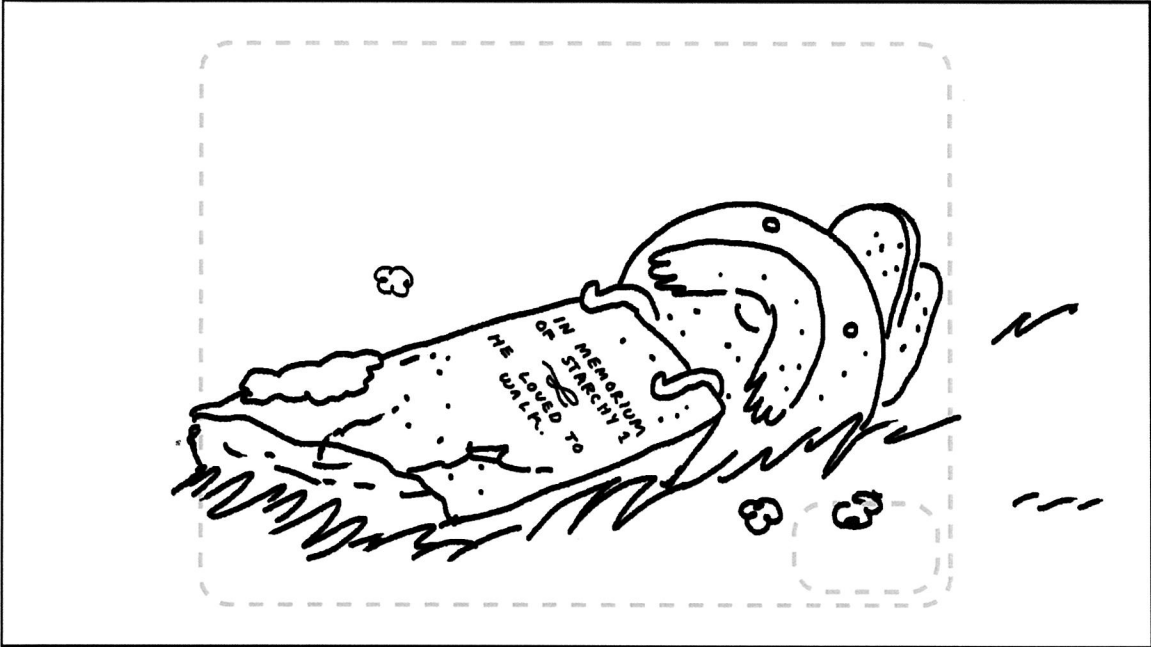


Sc. 163

Pnl. A

Bg.

day night

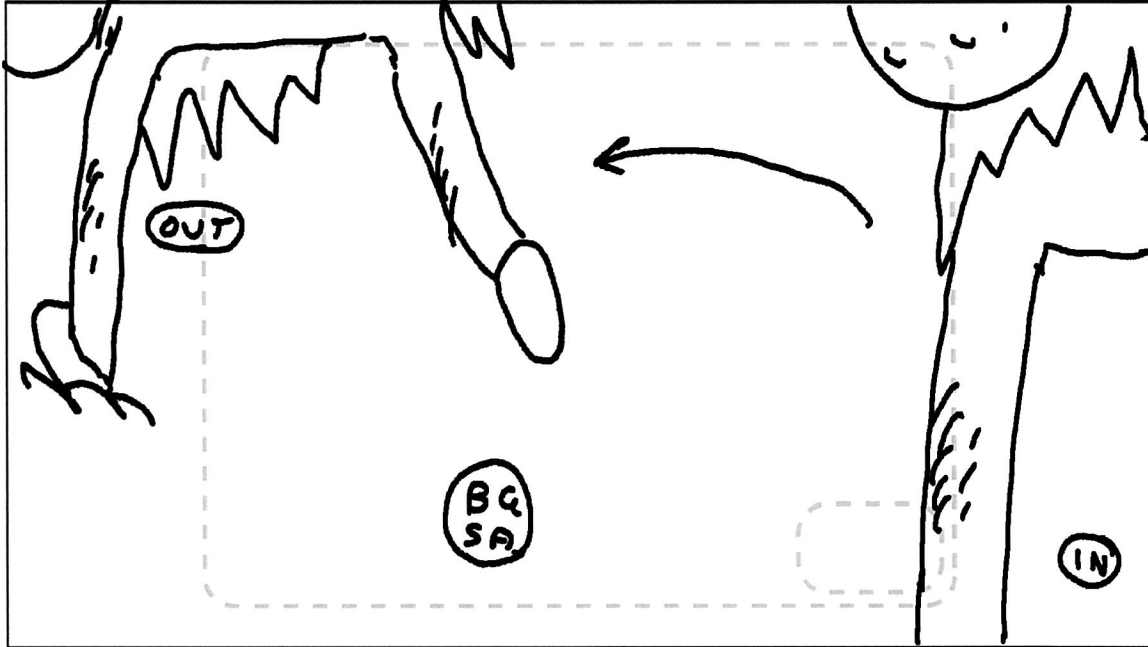


Sc. 163

Pnl. B

Bg.

day night



Dialog:

Action: " IN MEMORIAM OF STARCHY 1,  
EATEN BY A GRASS LARD.  
HE LOVED TO WALK "

THIS COULD  
BE OMITTED  
MAYBE.

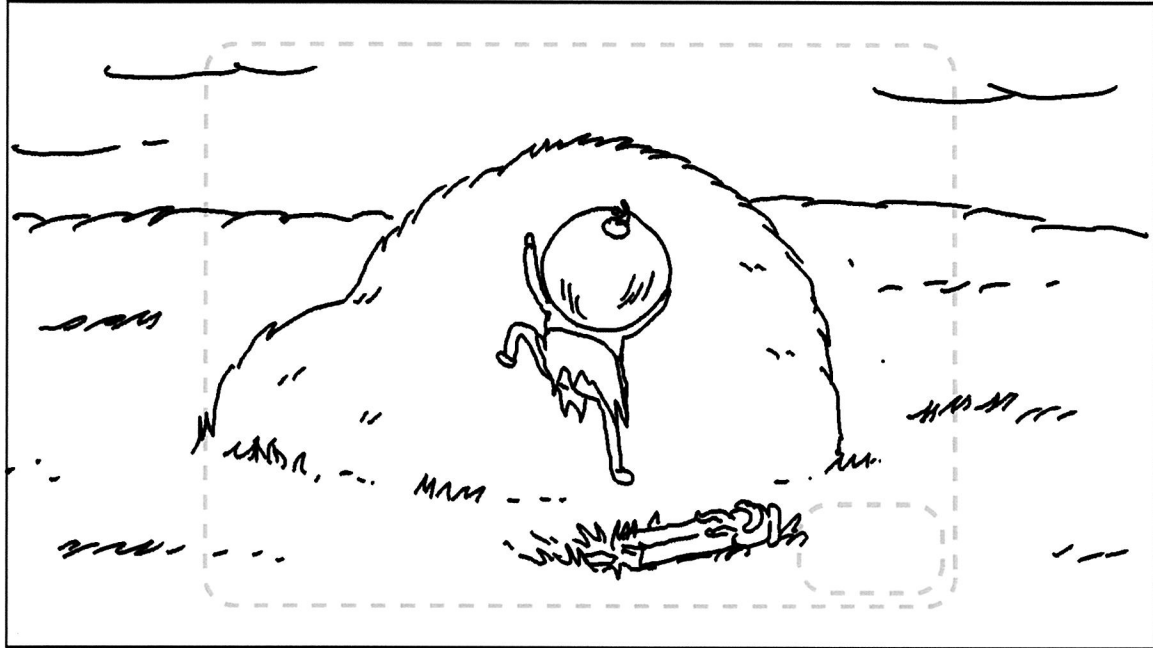
STEPS OVER  
MONUMENT

Timing:

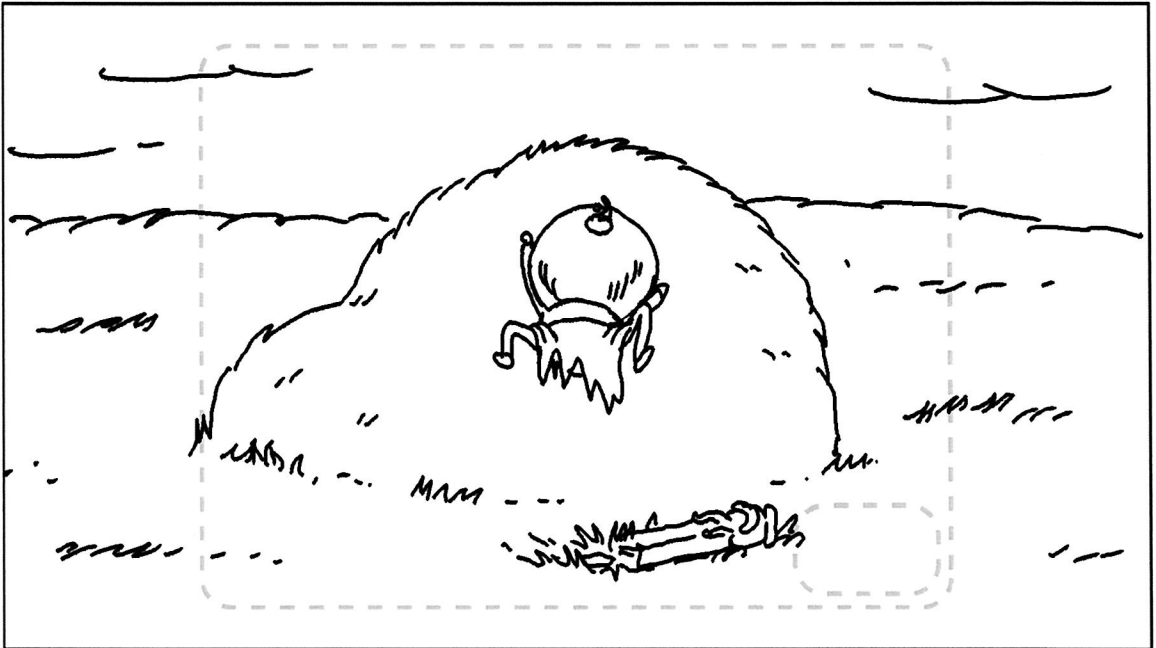
ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night



Sc. 164 Pnl. B Bg. day night



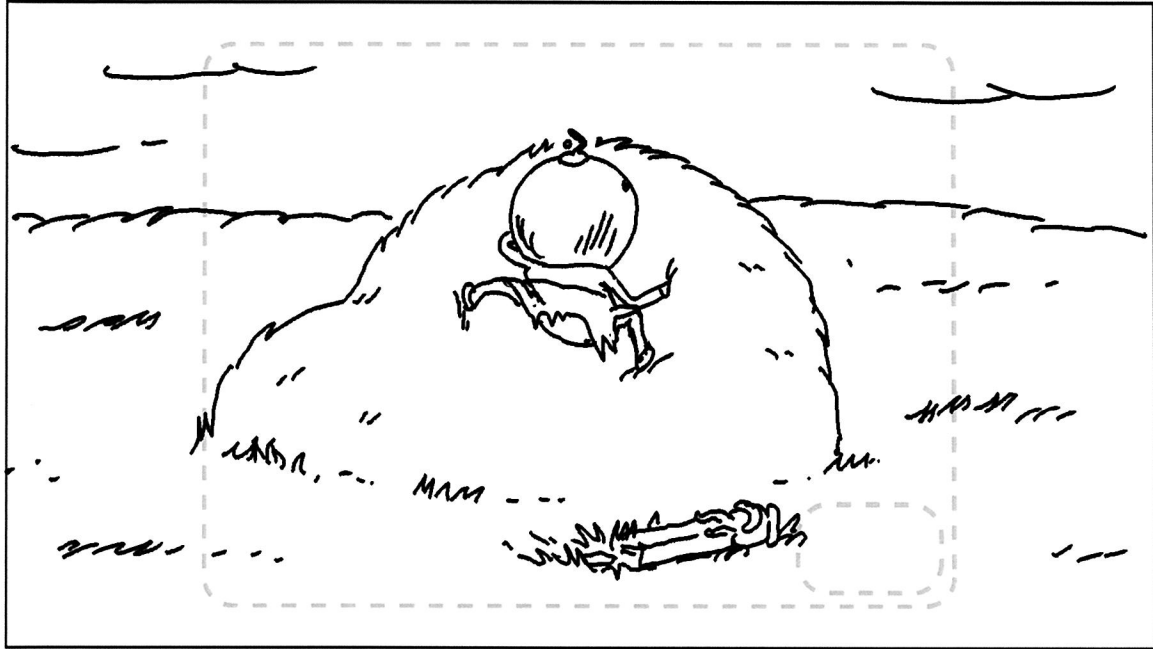
Dialog:
Action:
Timing:

Production : EPISODE # 1025-195

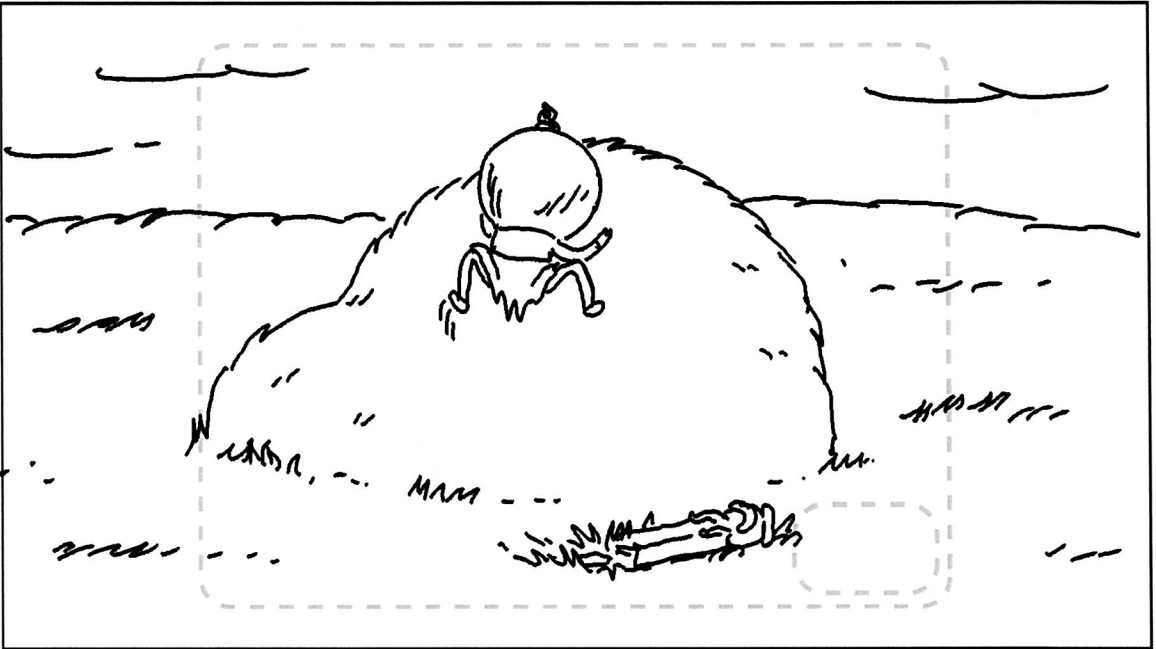
ADVENTURE TIME



Sc. 164 Pnl. C Bg. day night



Sc. 164 Pnl. D Bg. day night



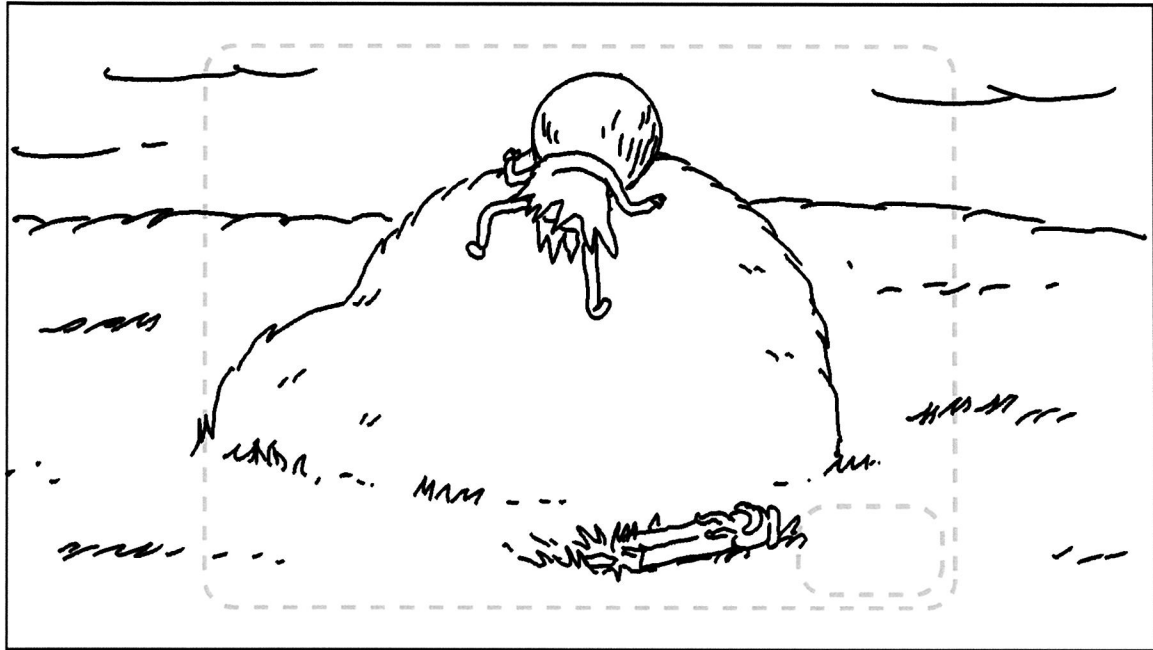
Dialog:
Action:
Timing:

EPISODE # 1025-195  
Production :

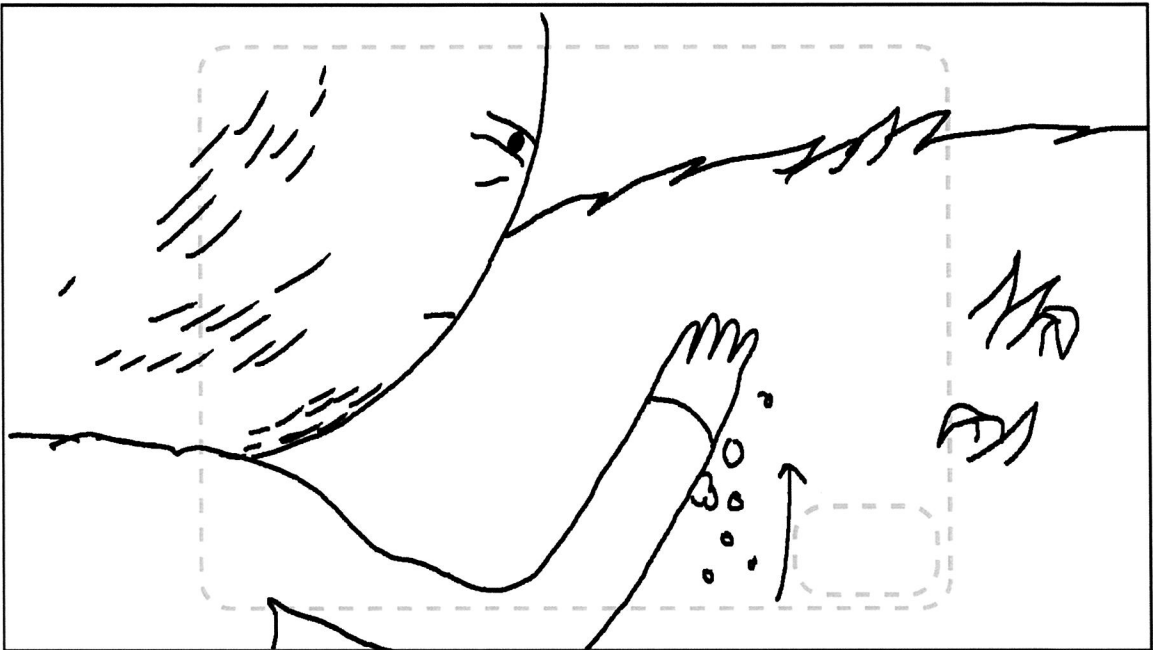
# ADVENTURE TIME



Sc. 164 Pnl. E Bg. day night



Sc. 165 Pnl. A Bg. day night



Dialog:
Action:
Timing:

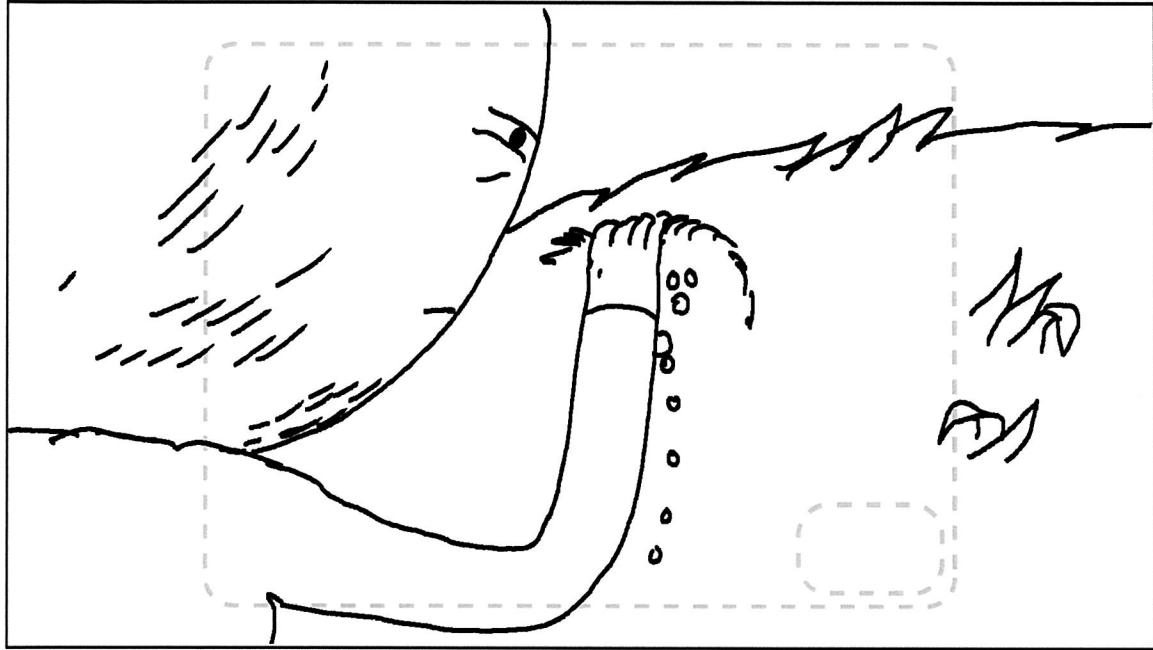
Production : 1025-195 EPISODE #



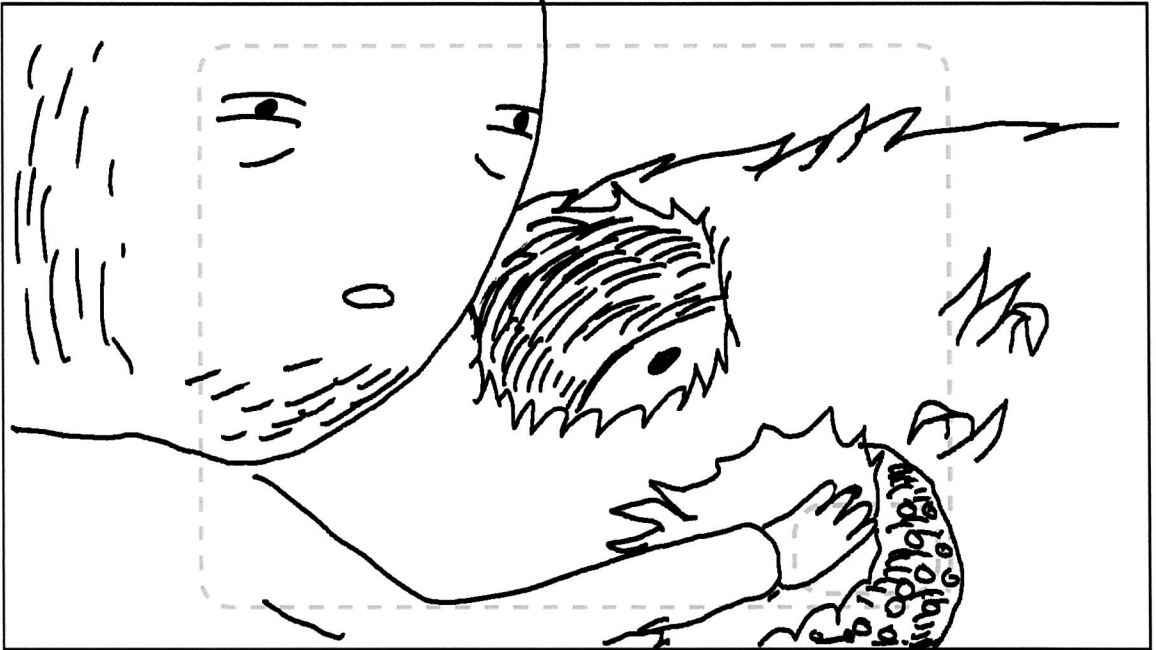
# ADVENTURE TIME



Sc. 169 Pnl. B Bg. day night



Sc. 169 Pnl. C Bg. day night



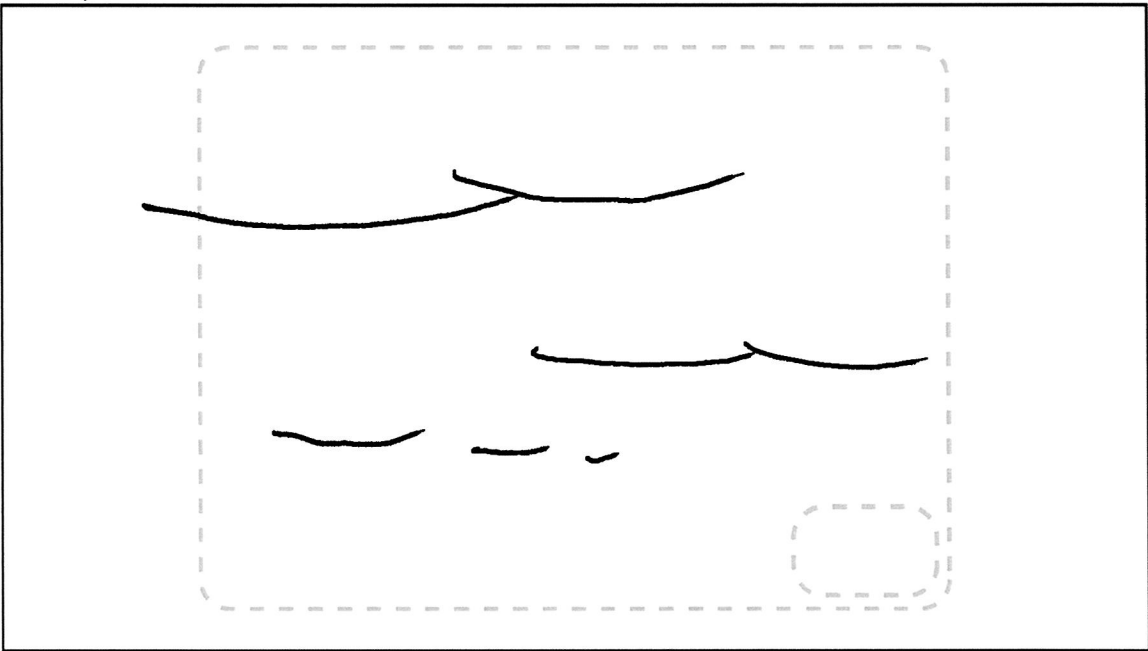
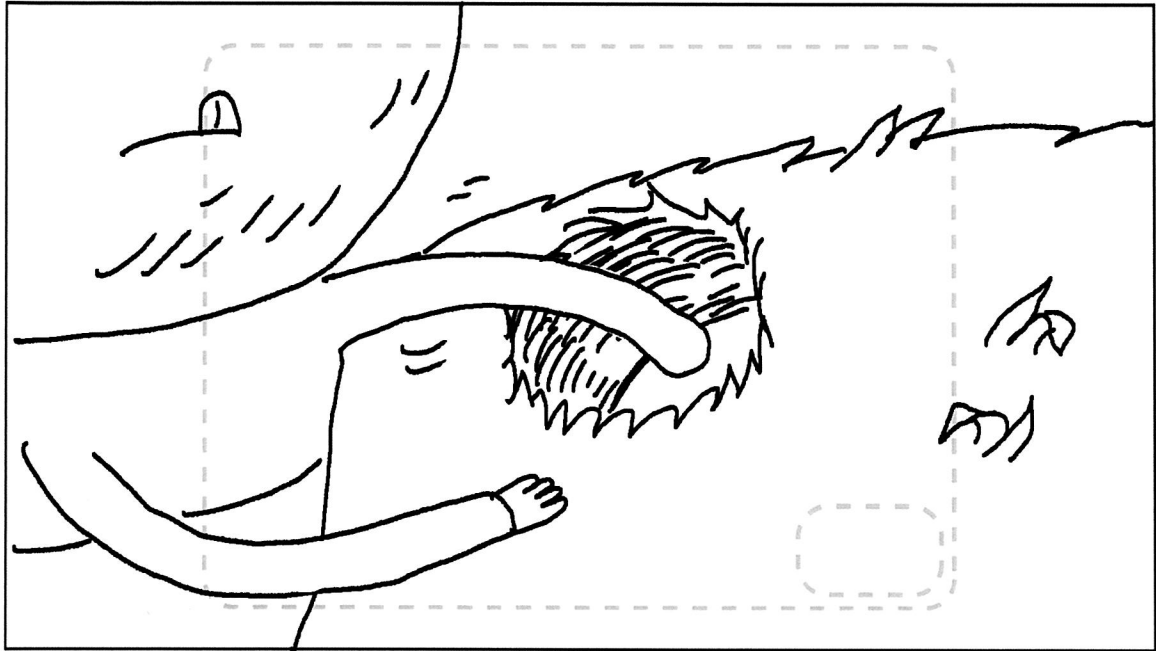
Dialog:
© UH.
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 165 Pnl. D Bg. day night Sc. 166 Pnl. A Bg. day night



Dialog:	© M M N	
Action:	WIGGLES HIS HAND AROUND.	SKY .
Timing:		

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

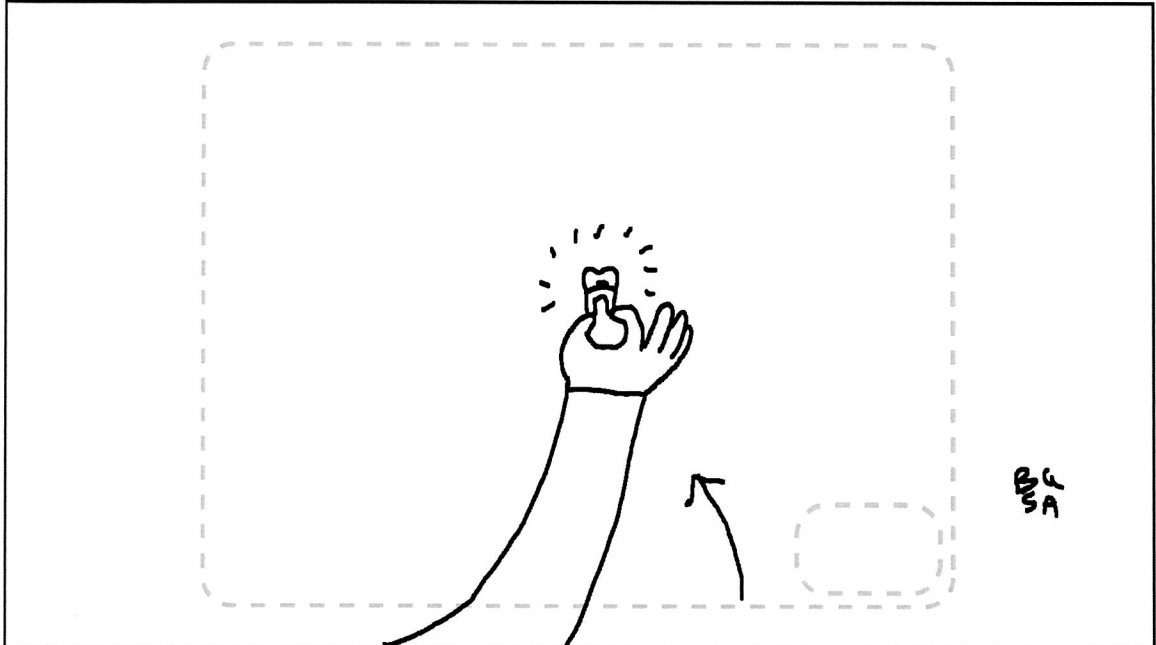


Sc. 166

Pnl. B

Bg.

day night

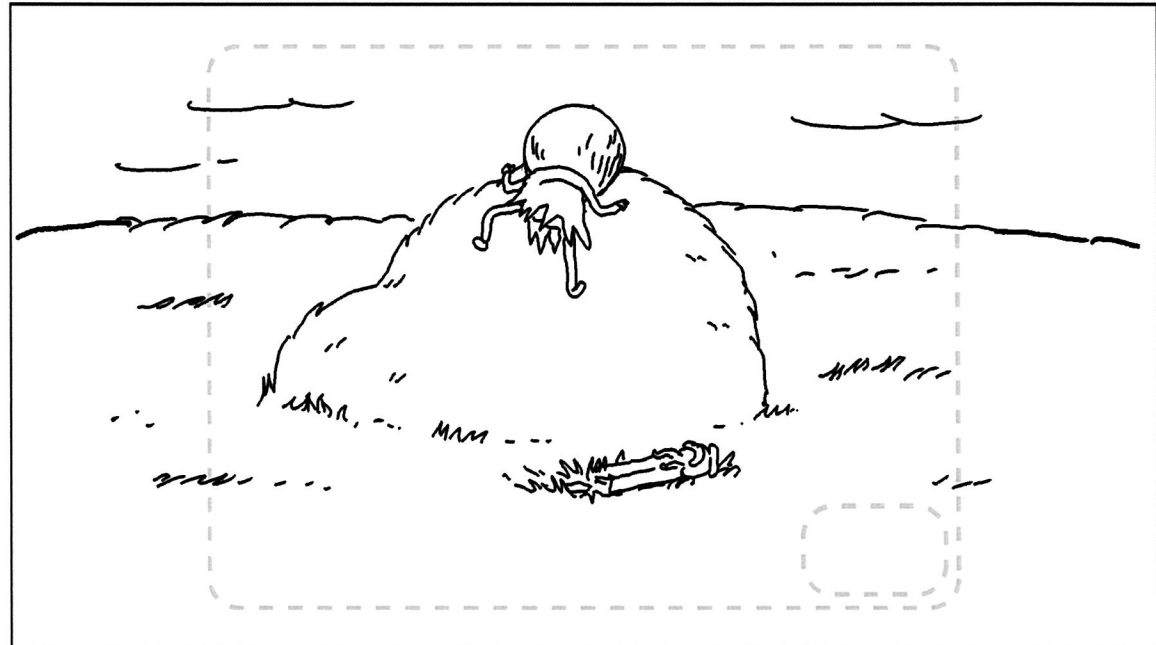


Sc. 167

Pnl. A

Bg.

day night



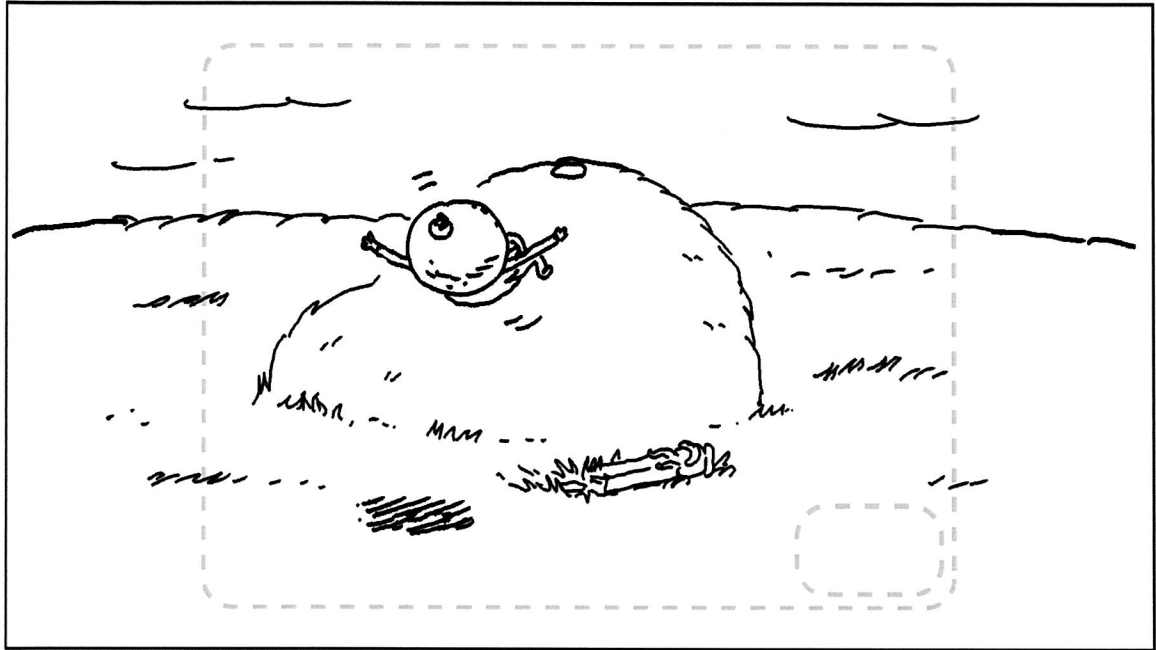
Dialog:	
<del>SFX</del> BEEP BEEP BEEP	<del>SFX</del> RUMBLE
Action:	
FLASHING STILL.	CAM. SHAKE
Timing:	

EPISODE # 1025-1a5  
Production :

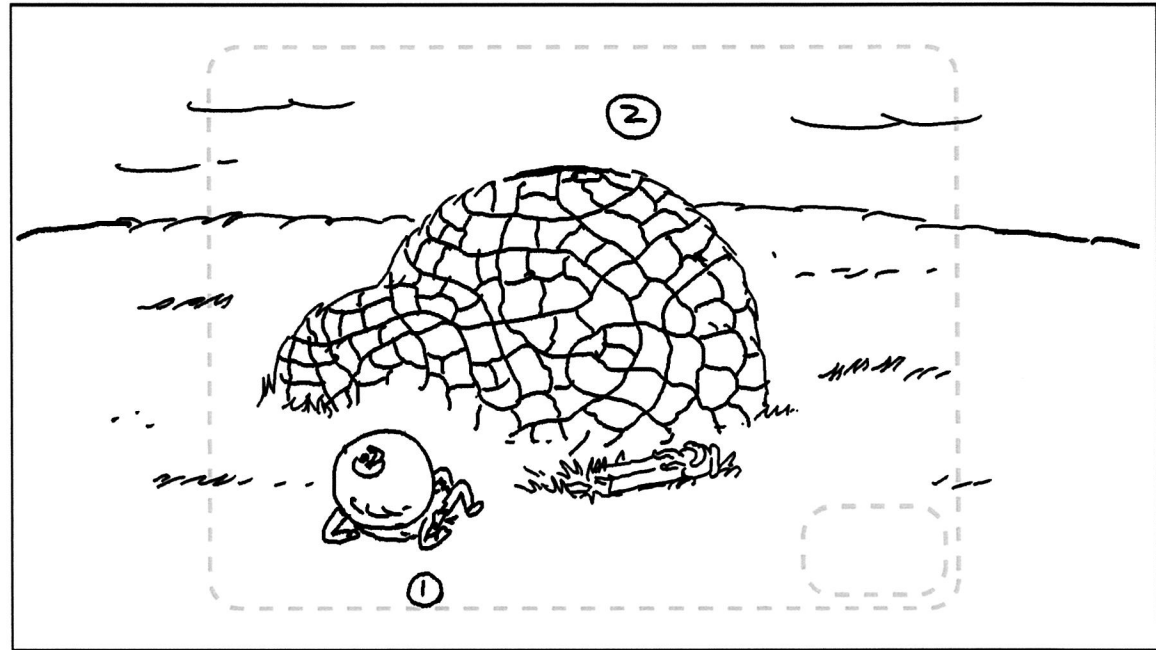
ADVENTURE TIME



Sc. 167 Pnl. B Bg. day night



Sc. 167 Pnl. C Bg. day night



Dialog:	
<p><del>SFX</del> RUMBLE</p>	
Action:	<p>CAM. SHAKE</p> <p>① FALLS</p> <p>② MOUND CRACKS</p>
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 167

Pnl. 0

Bg.

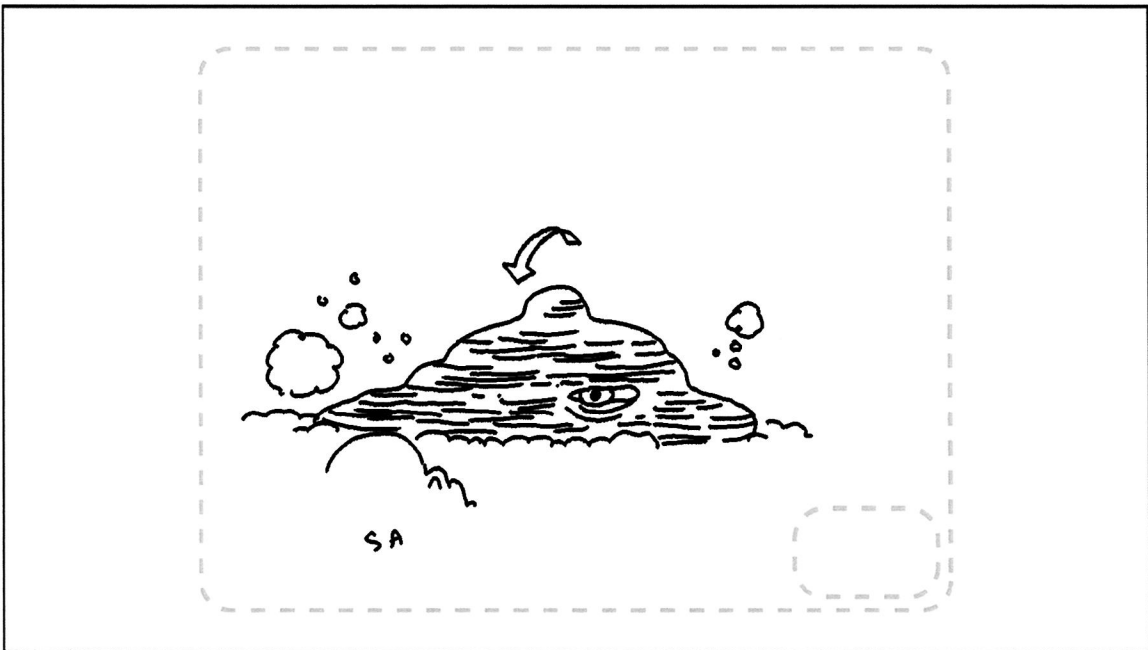
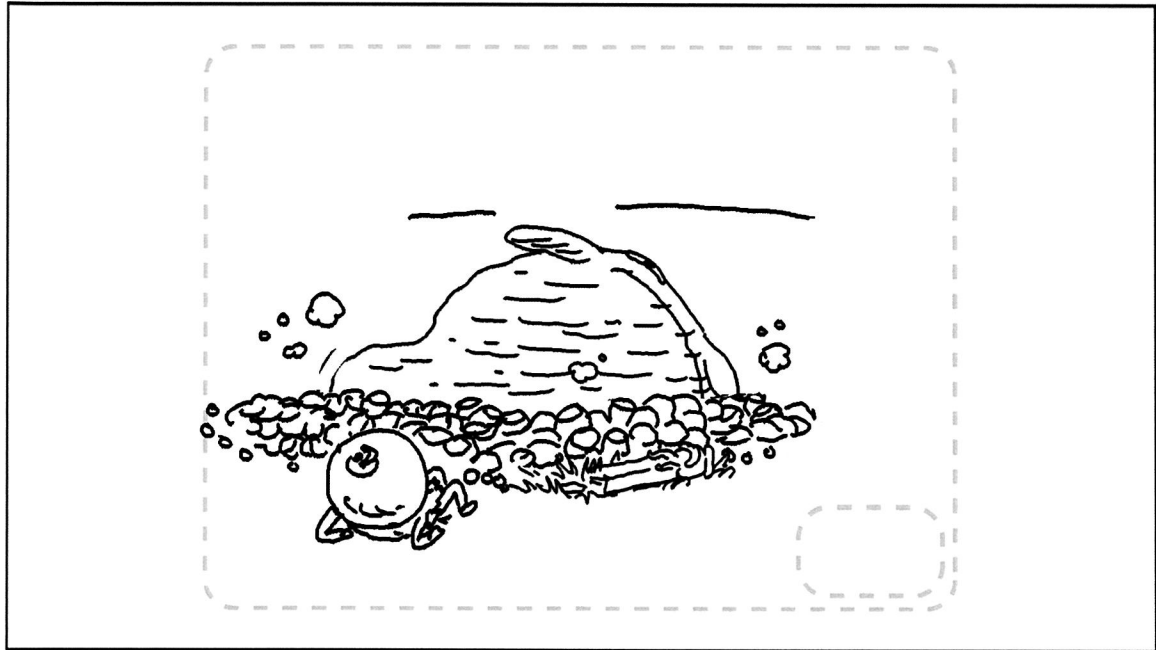
day night

Sc. 167

Pnl. E

Bg.

day night



Dialog:	CREEE - (SFX) BUMP!
Action:	
Timing:	

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 167

Pnl. F

Bg.

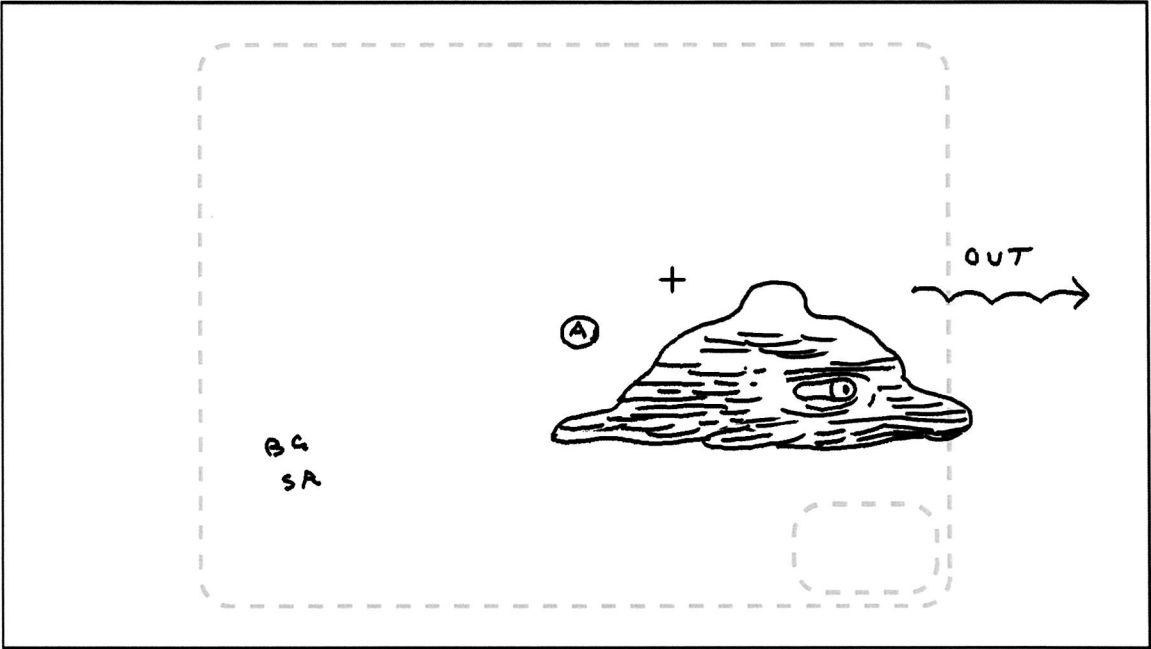
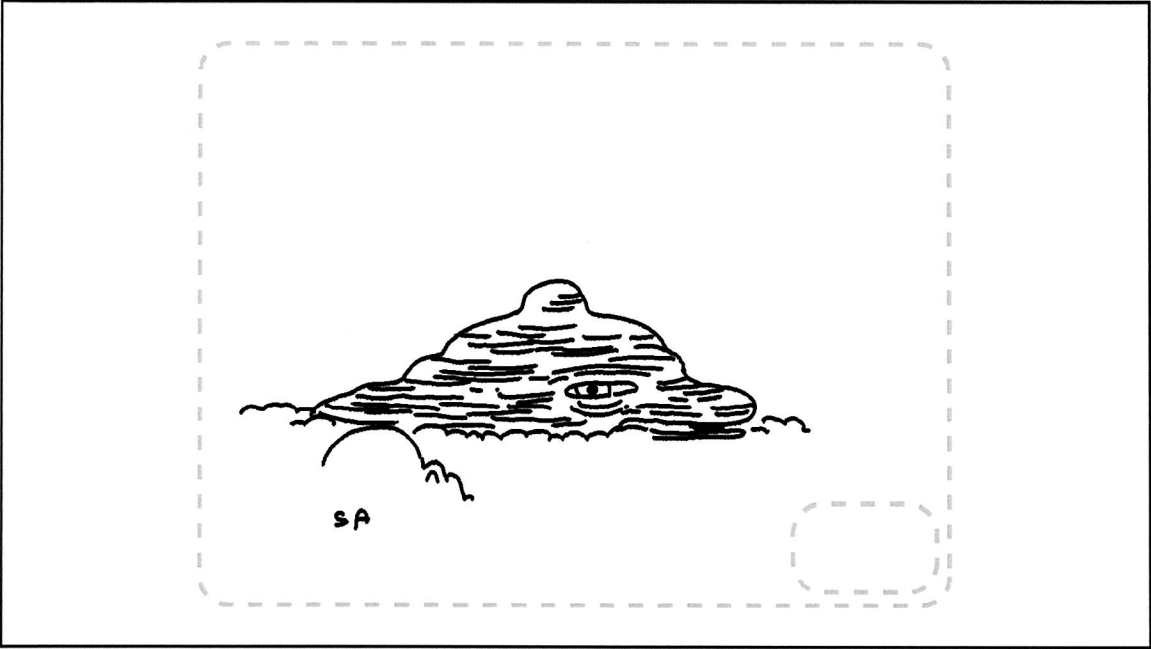
day night

Sc. 167

Pnl. G

Bg.

day night



Dialog:  

LARD THANK YOU....

Action:

Timing:  

B

C

D

E

(SHAKY)  
"EUGH"

AND CONT.  
OFF SCREEN.

1025-19 S

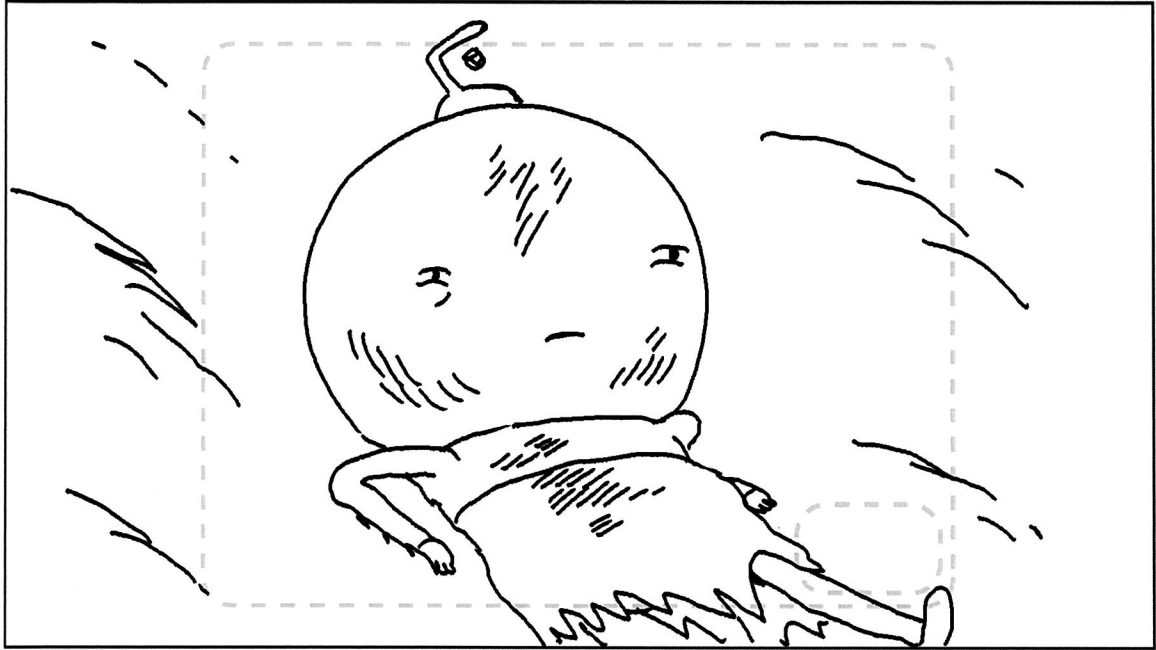
EPISODE #

Production :

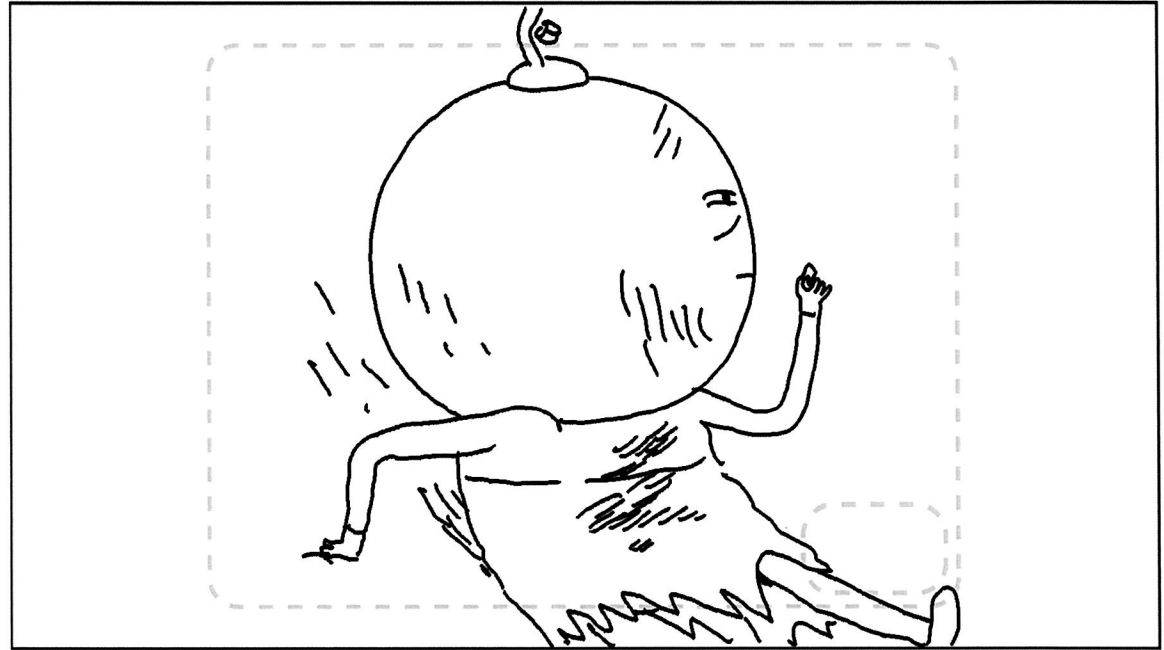
# ADVENTURE TIME



Sc. 168 Pnl. A Bg. day night



Sc. 168 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME

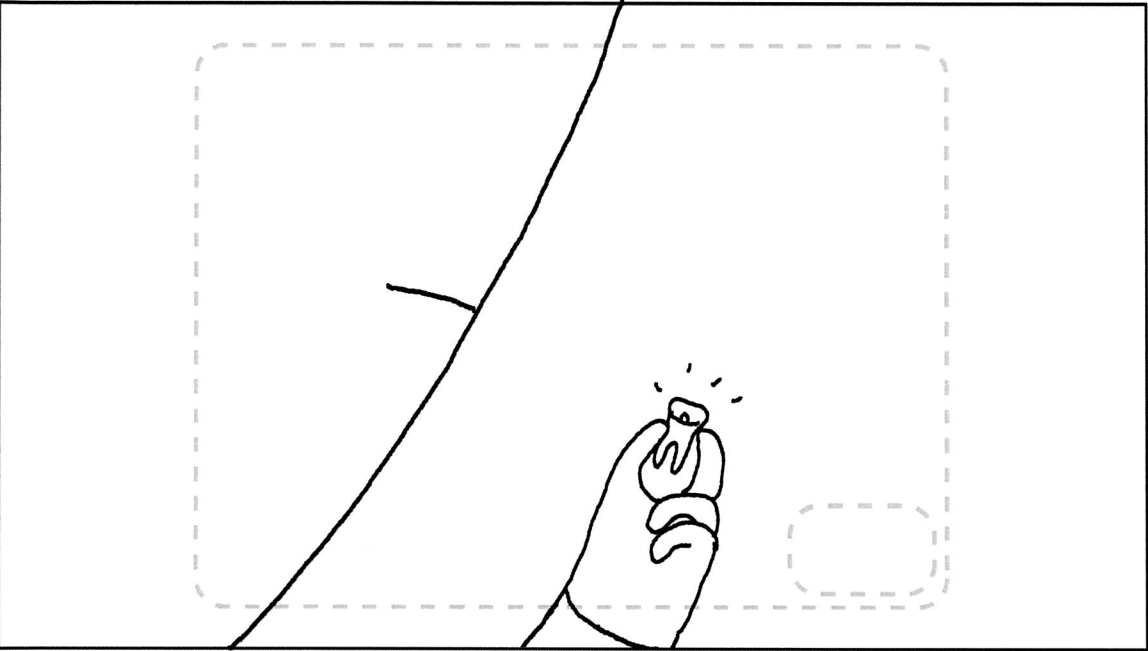


Sc. 169

Pnl. A

Bg.

day night

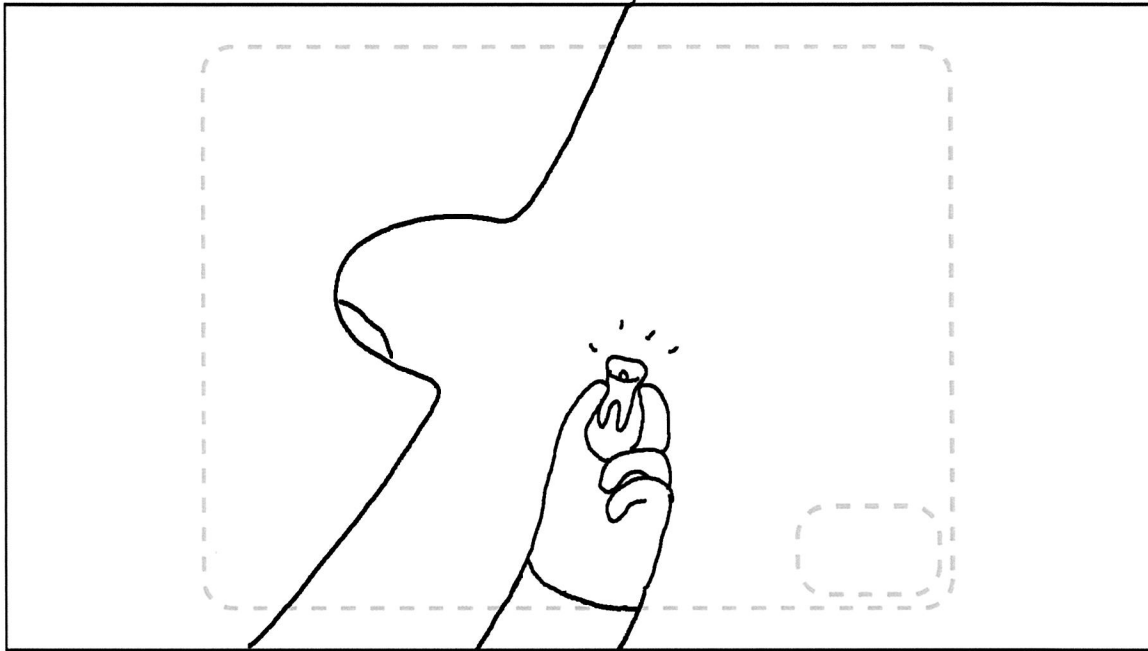


Sc. 169

Pnl. B

Bg.

day night



Dialog:

© S.O.S! SAVE OUR SKIN!  
ANY BLODY!  
ALT ANYBODY!

Action:

Timing:

EPISODE # 1025-195  
Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 170	Pnl. A	Bg.	day night	Sc. 170	Pnl. B	Bg.	day night

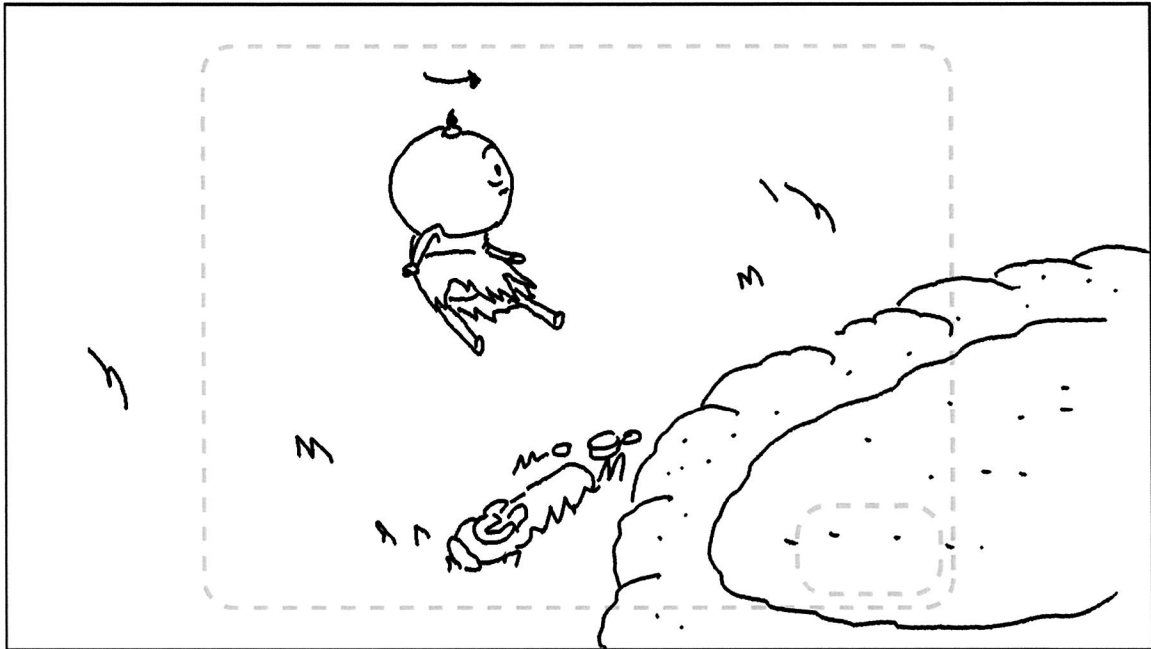
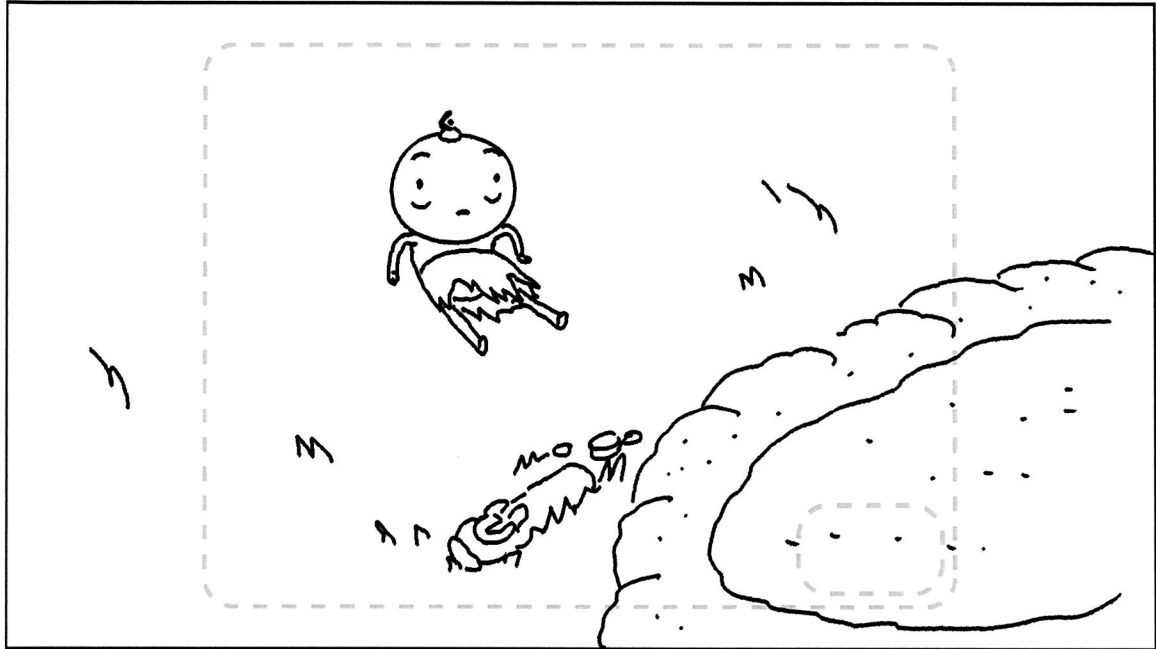
Dialog:	BOOM BOOM BOOM.
Action:	
Timing:	

EPISODE # 1025-19S  
Production :

ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night Sc. 171 Pnl. B Bg. day night



Dialog:

(SFX) BOOM BOOM BOOM BOOM BOOM BOOM

JET NOISES OS.

Action:

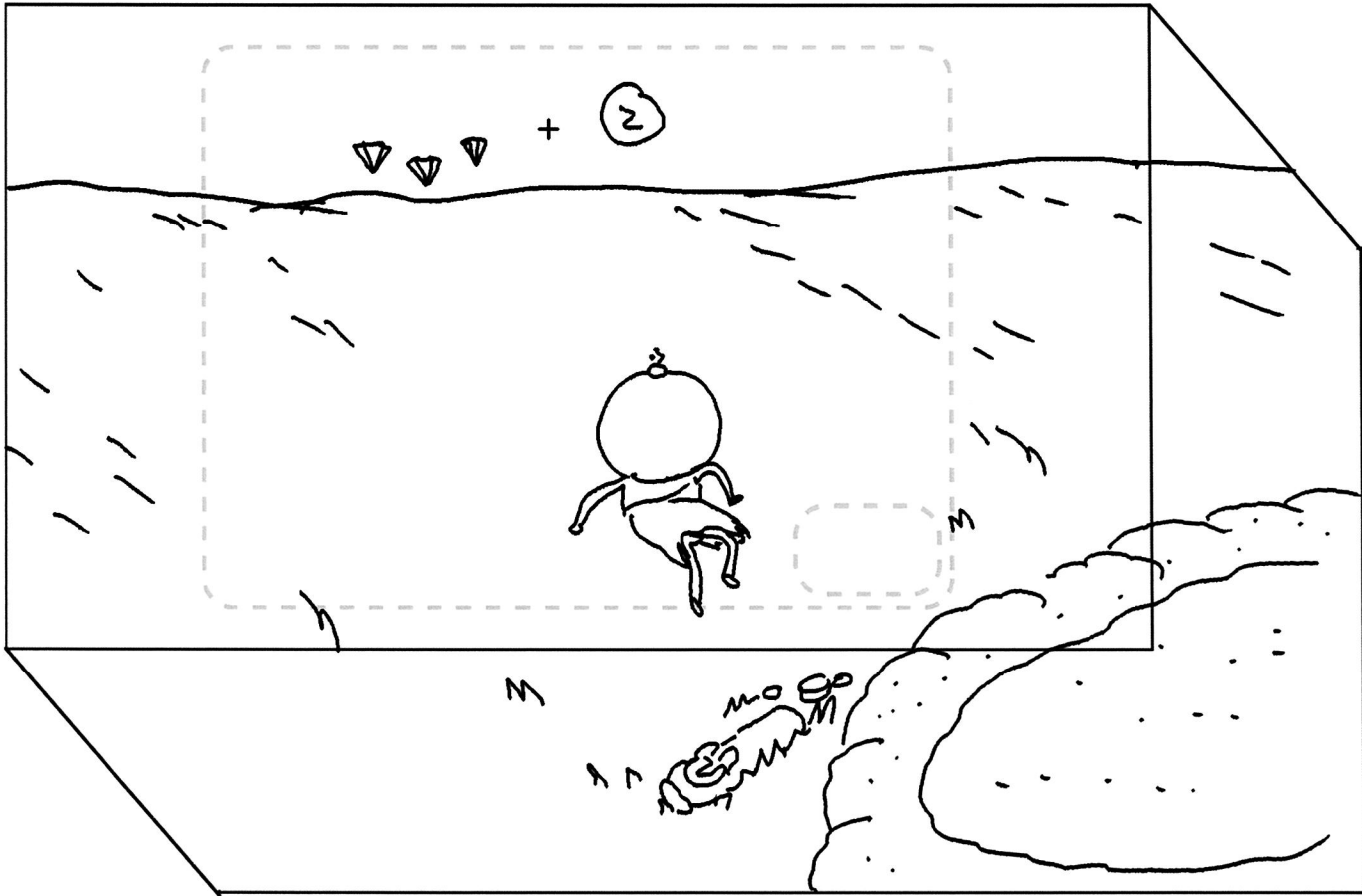
Timing:

EPISODE # 1025-195 Production :

ADVENTURE TIME



Sc. 171 Pnl. C Bg. day night



Dialog:  
SFX - BOOM! BOOM!  
- JET NOISES.

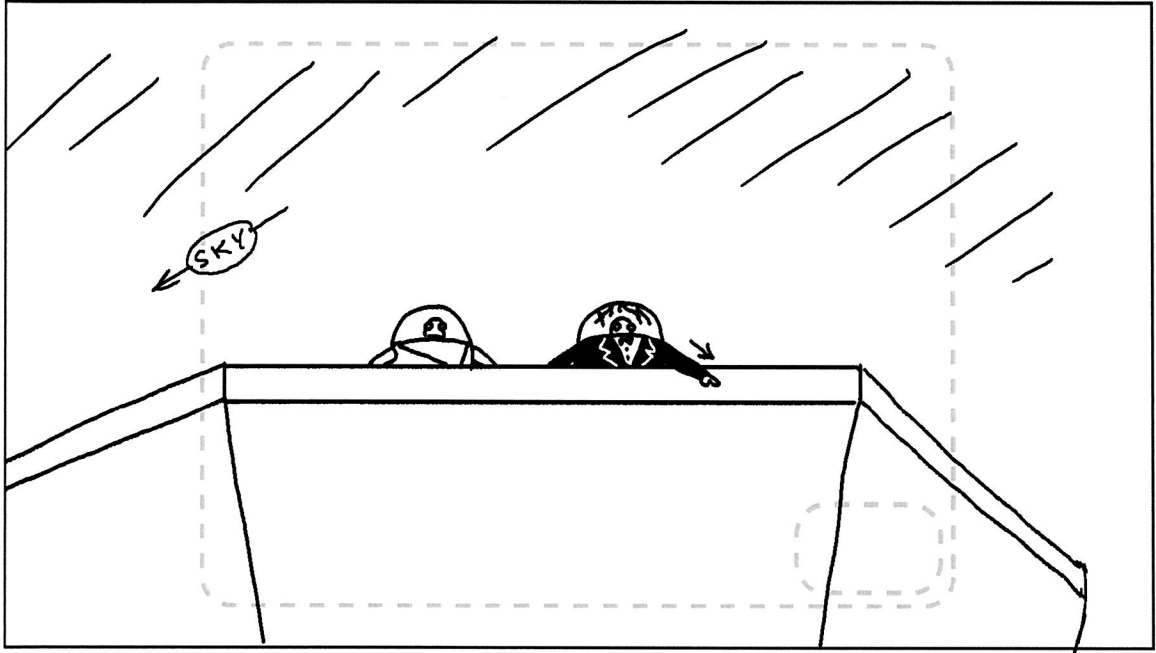
Action:

Timing:

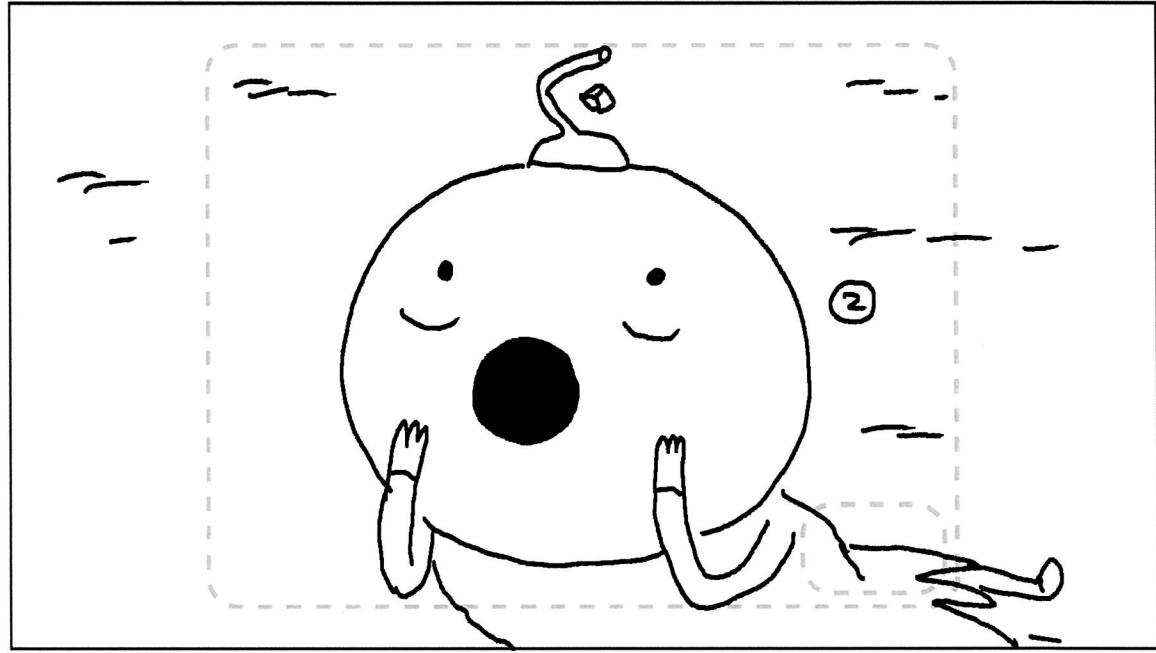
# ADVENTURE TIME



Sc. 172 Pnl. A Bg. day night



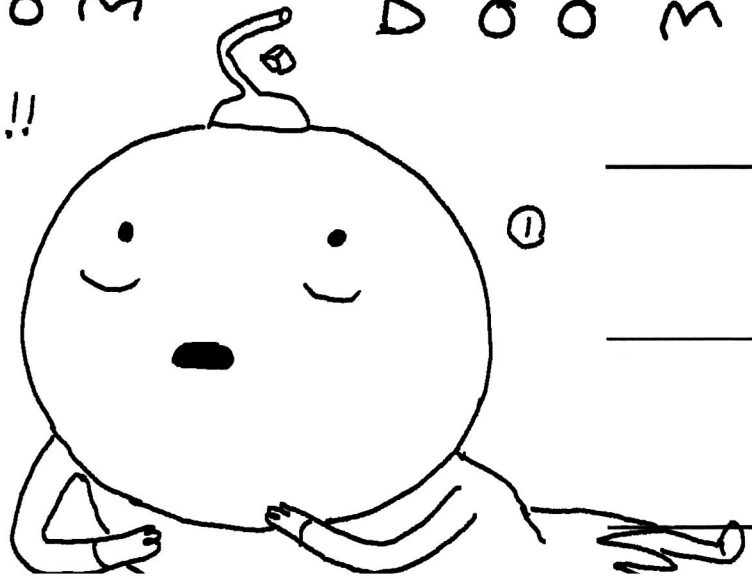
Sc. 173 Pnl. A Bg. day night



Dialog: (G) <THERE HE IS !!!> (SFX) WOOOOOO SH!!!! (SFX) BOOM BOOM BOOM (C2) AAAH!!

Action:

Timing:



EPISODE # 1025-195  
Production :



ADVENTURE TIME

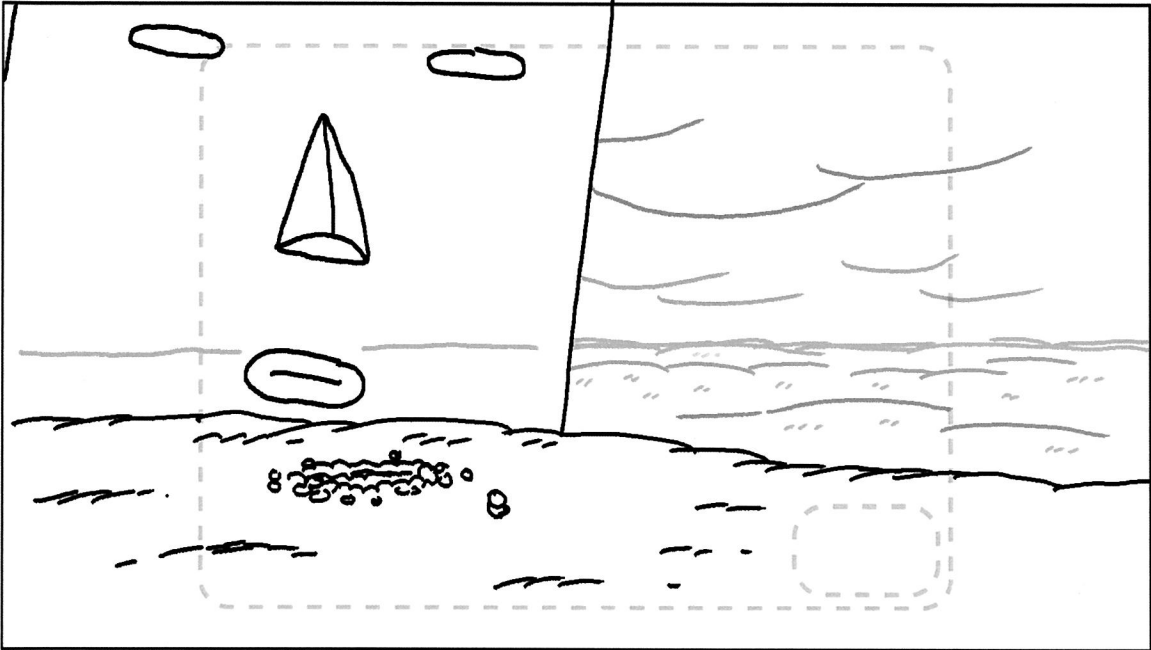


Sc. 174

Pnl. A

Bg.

day night

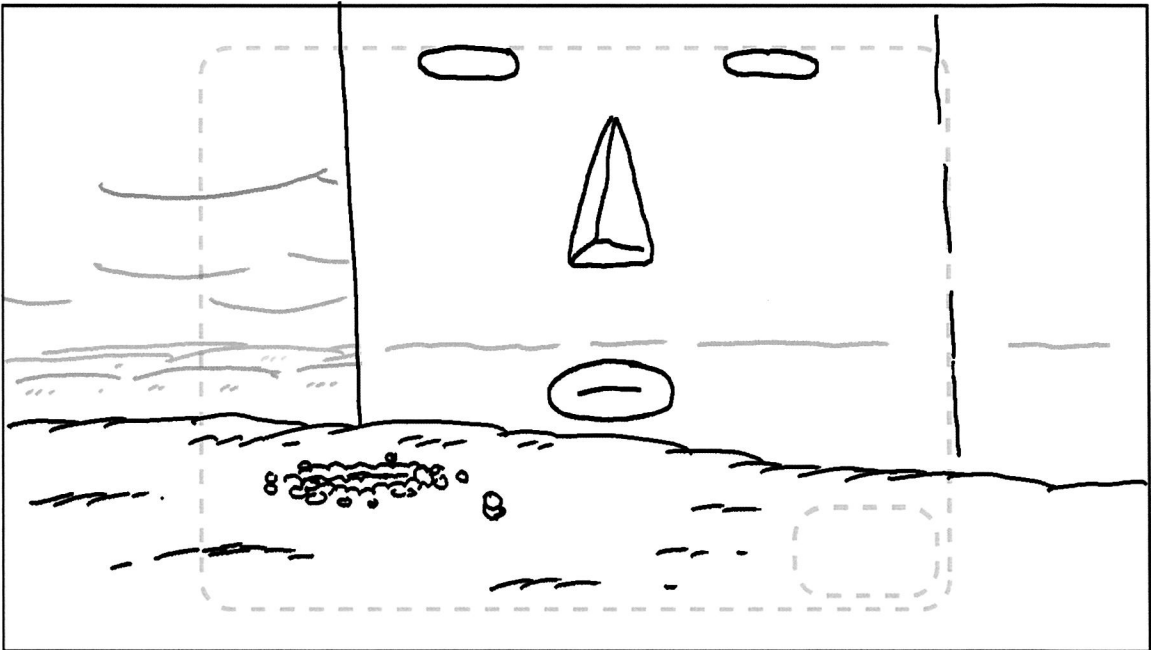


Sc. 174

Pnl. ~~A~~ B

Bg.

day night



Dialog:

SFX

BOOM!

BOOM!

Action:

Timing:

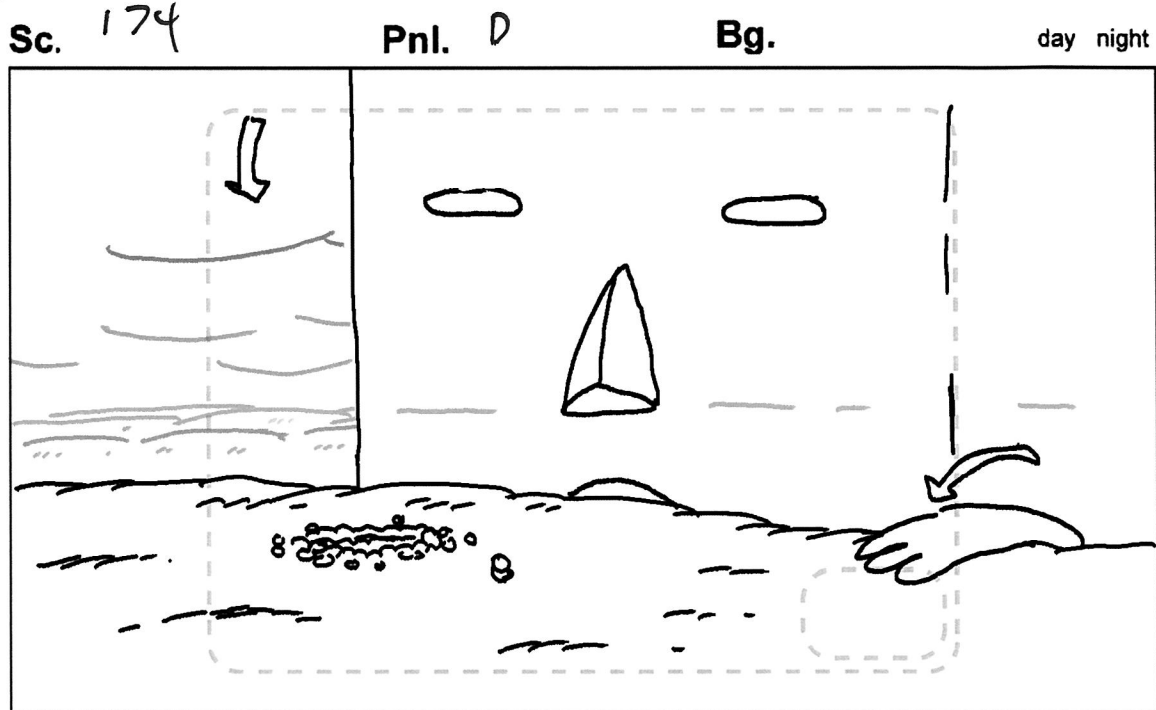
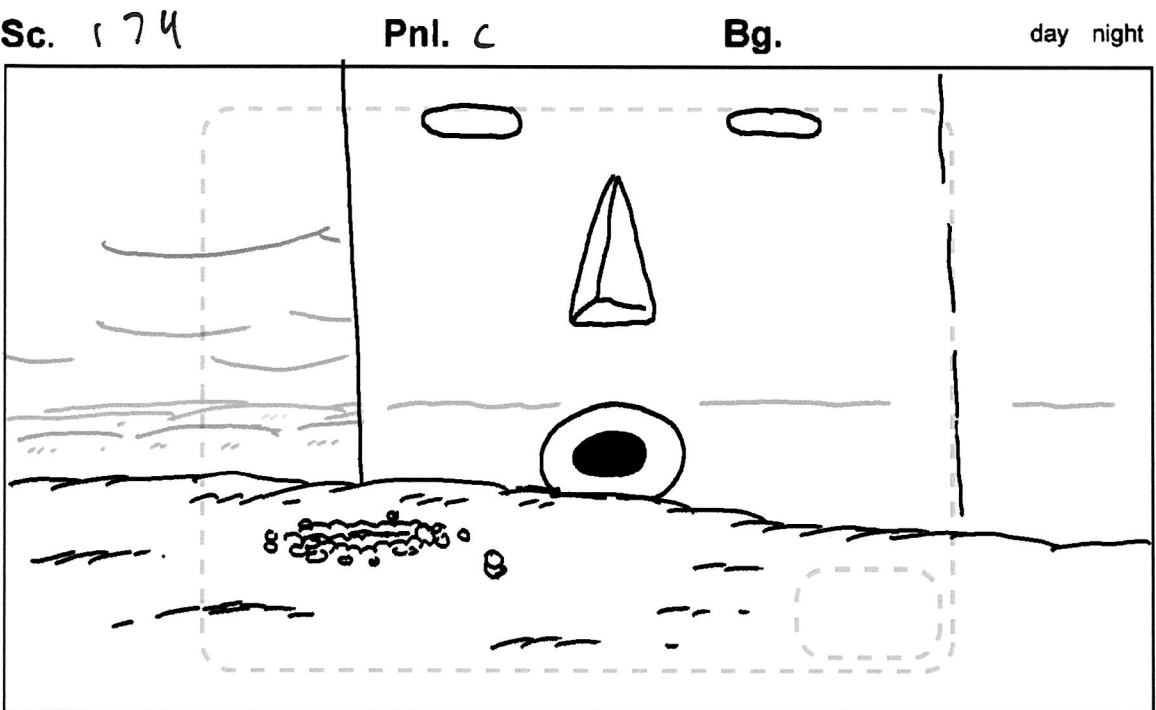
EPISODE #

1025-195

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:  
(P.B.G.) "WELCOME HOME STARCHY"

Action:

Timing:

1025-195  
EPISODE #  
Production :

ADVENTURE TIME

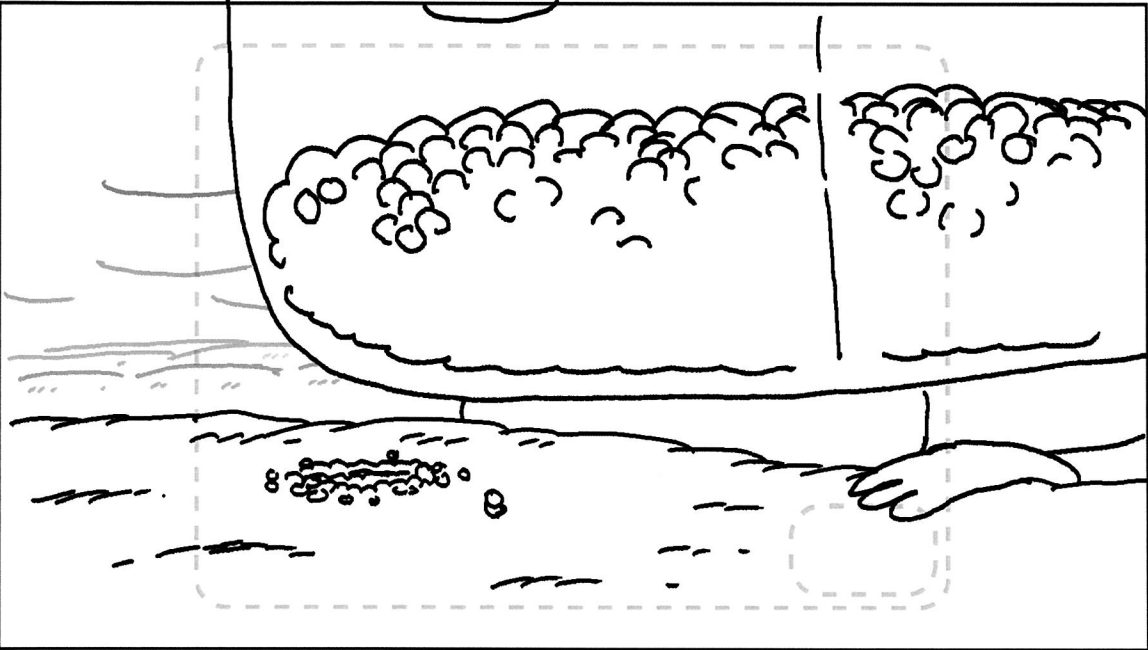


Sc. 174

Pnl. E

Bg.

day night

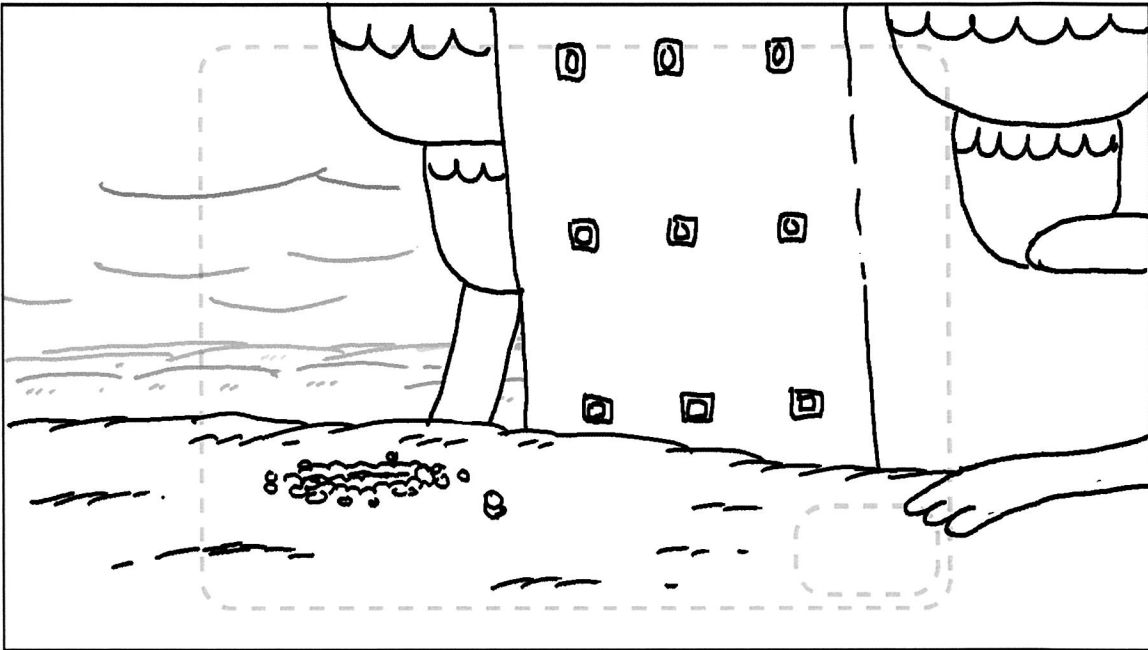


Sc. 174

Pnl. F

Bg.

day night



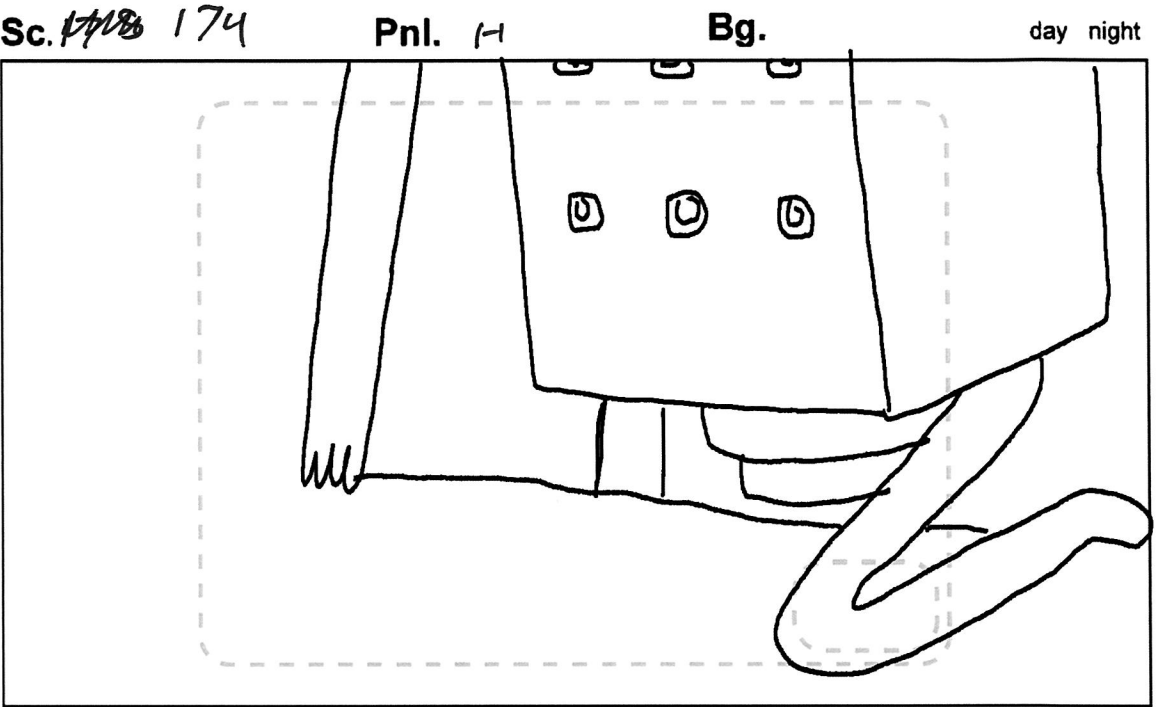
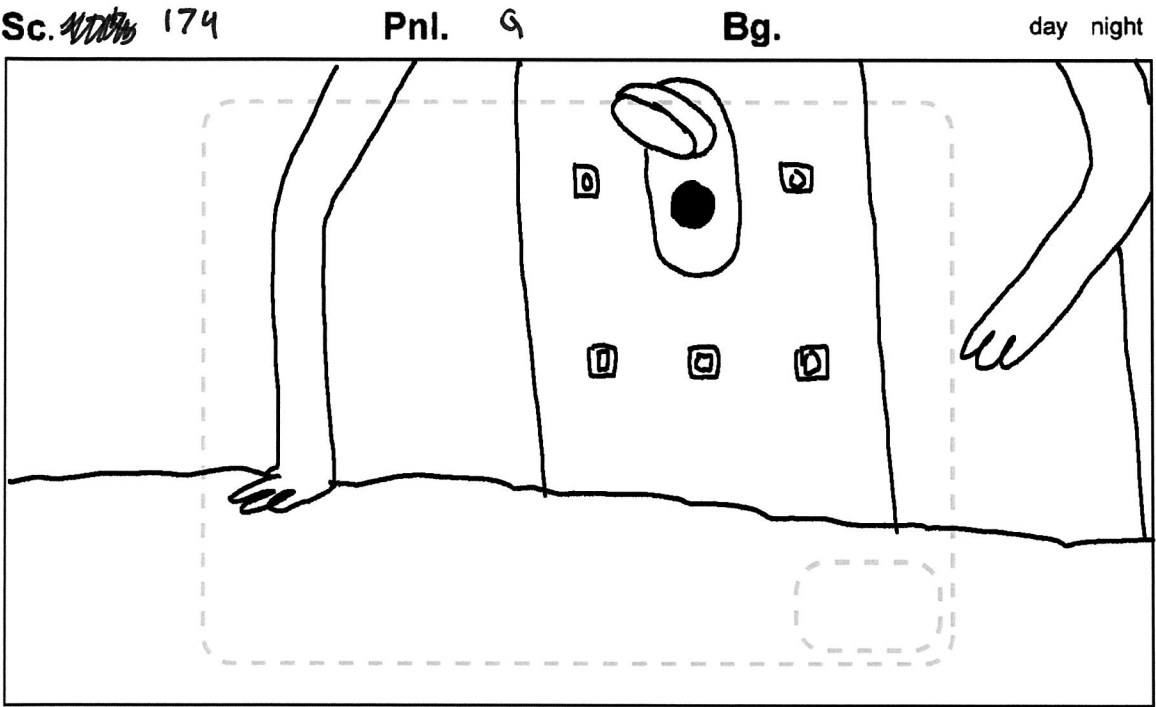
Dialog:
== RUSHING NOISES. ==
Action:
Timing:

EPISODE # 1025-195

Production :



# ADVENTURE TIME



Dialog:
Action:
Timing:

Production : EPISODE # 1025-195

ADVENTURE TIME

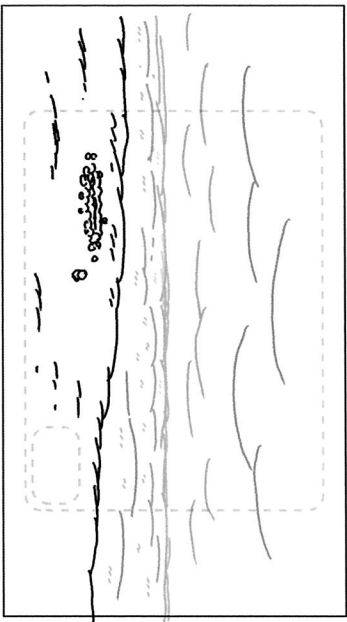
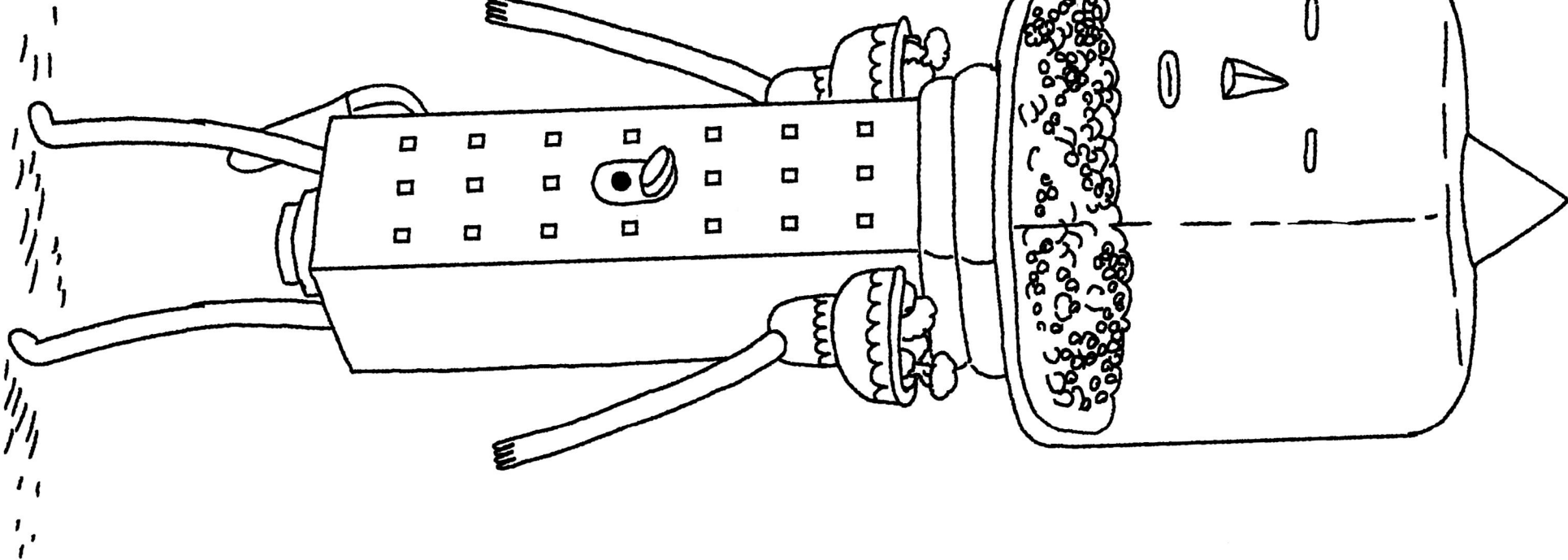


PRIZE-  
BALL  
GUARDIAN

TREES  
→

V.  
PANEL SIZE.

HAHA  
IS THIS  
TOO BIG.



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 175

Pnl. A

Bg.

day night

Sc. 175

Pnl. B

Bg.

day night

Dialog:
Action:
Timing:

1025-195

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

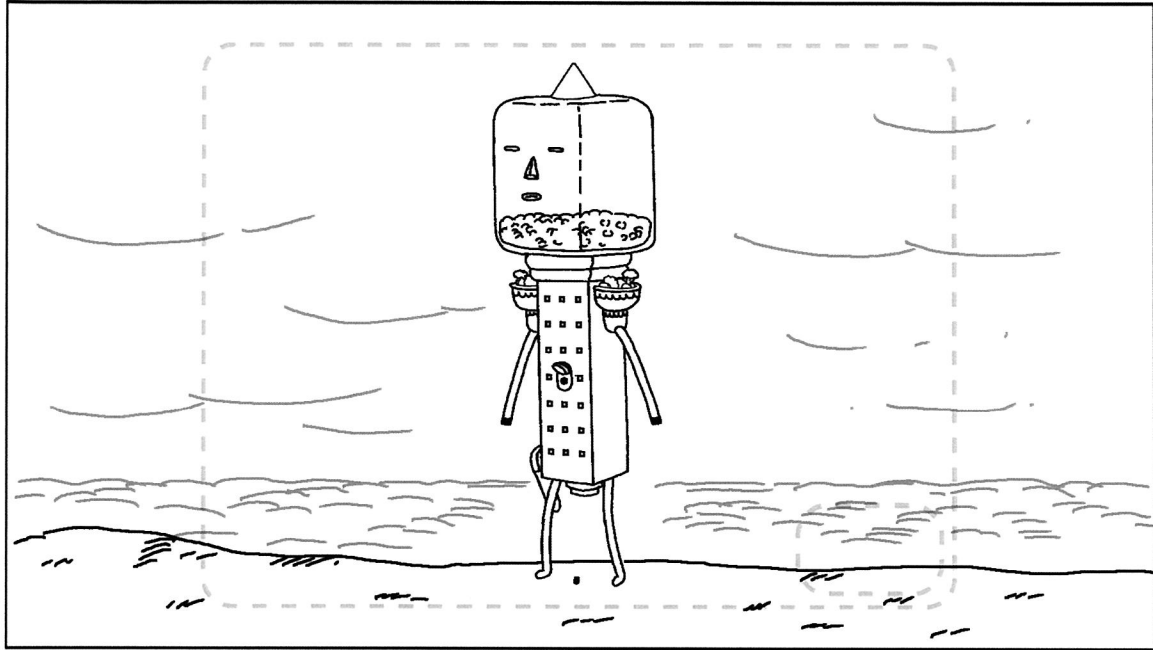


Sc. 179

Pnl. 6

Bg.

day night

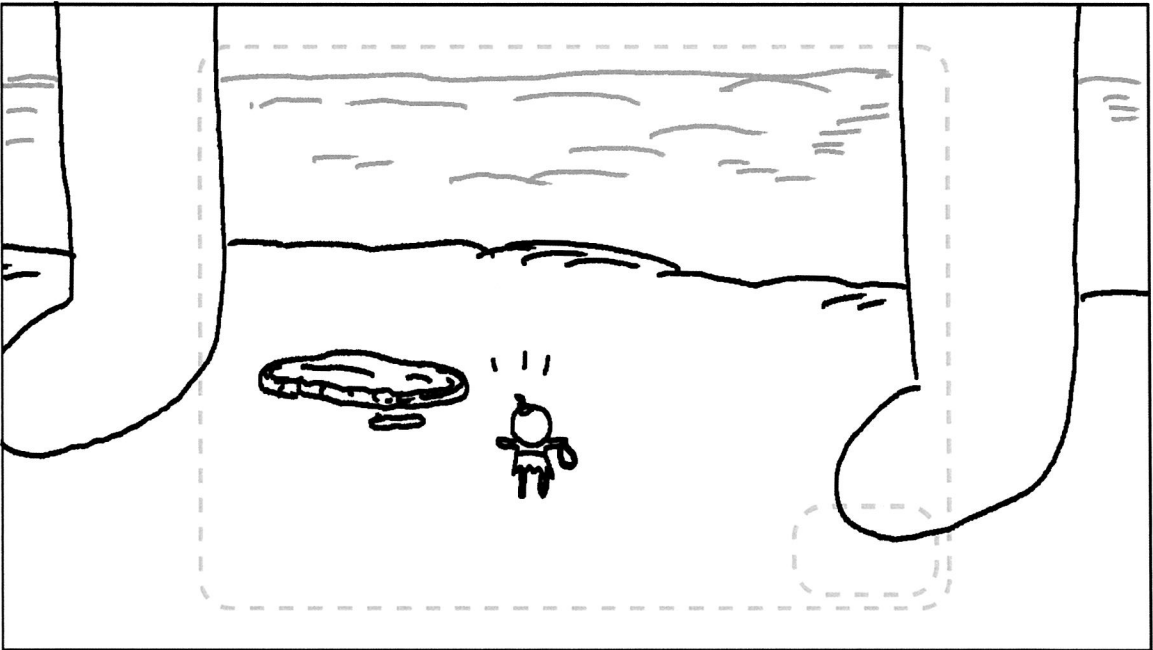


Sc. 176

Pnl. 4

Bg.

day night



Dialog:

@ NEVER MIND !!!

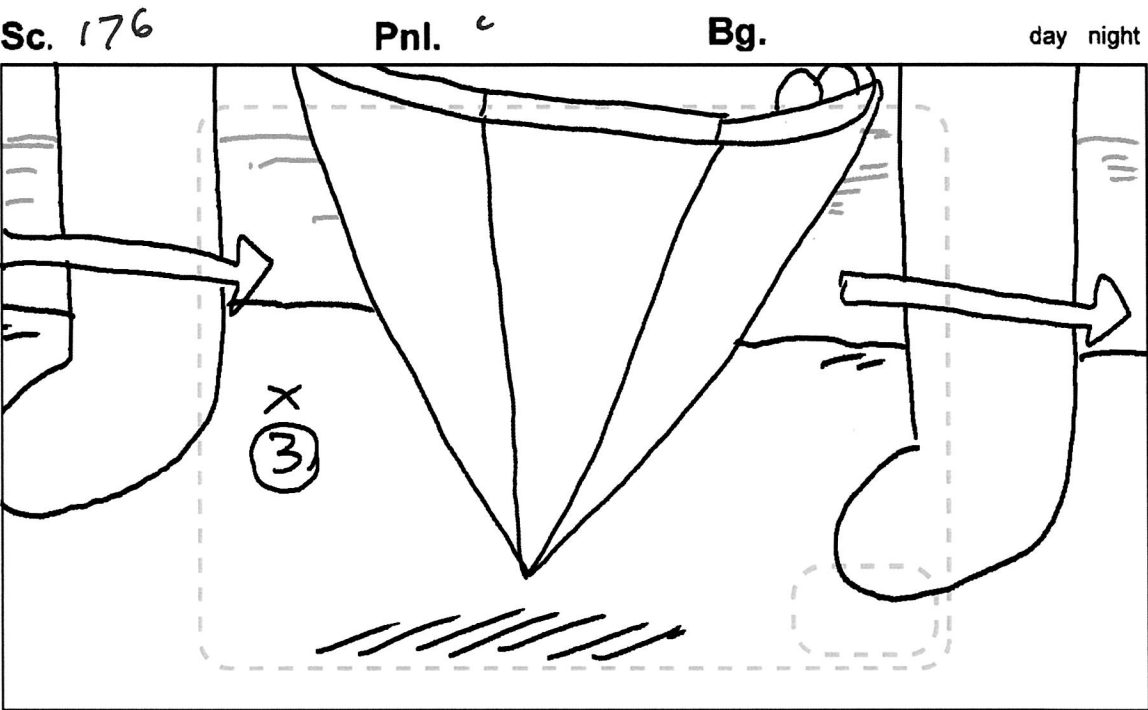
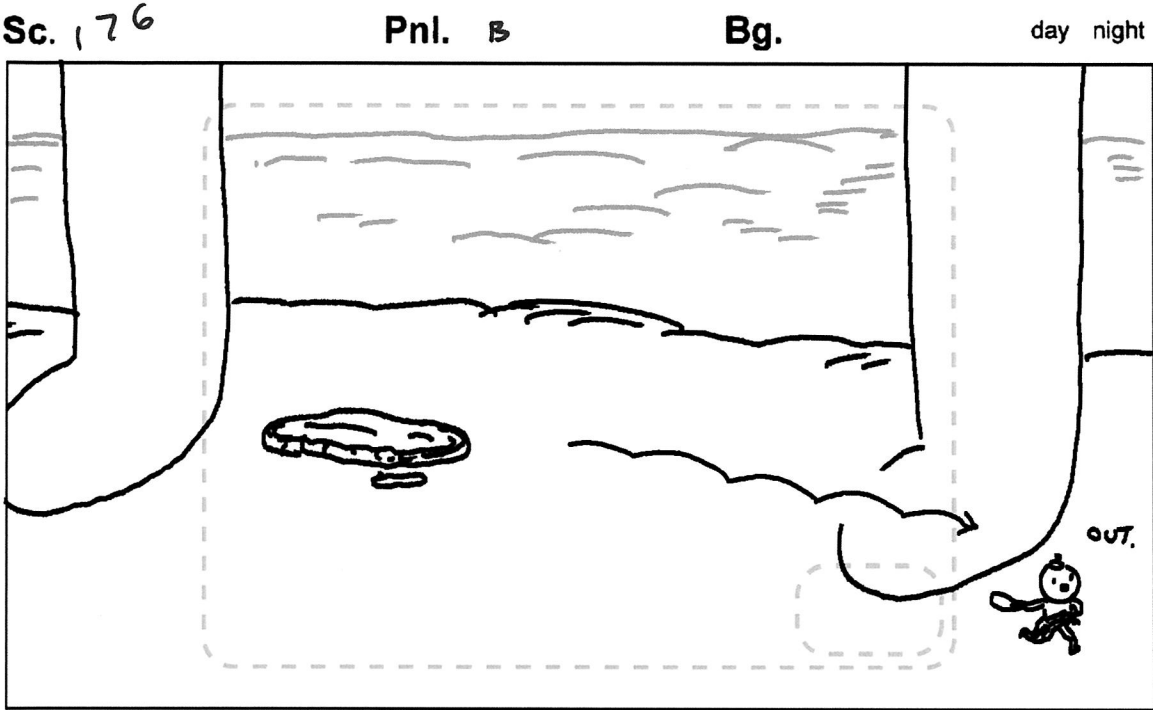
Action:

Timing:

EPISODE # 1025-195

Production :

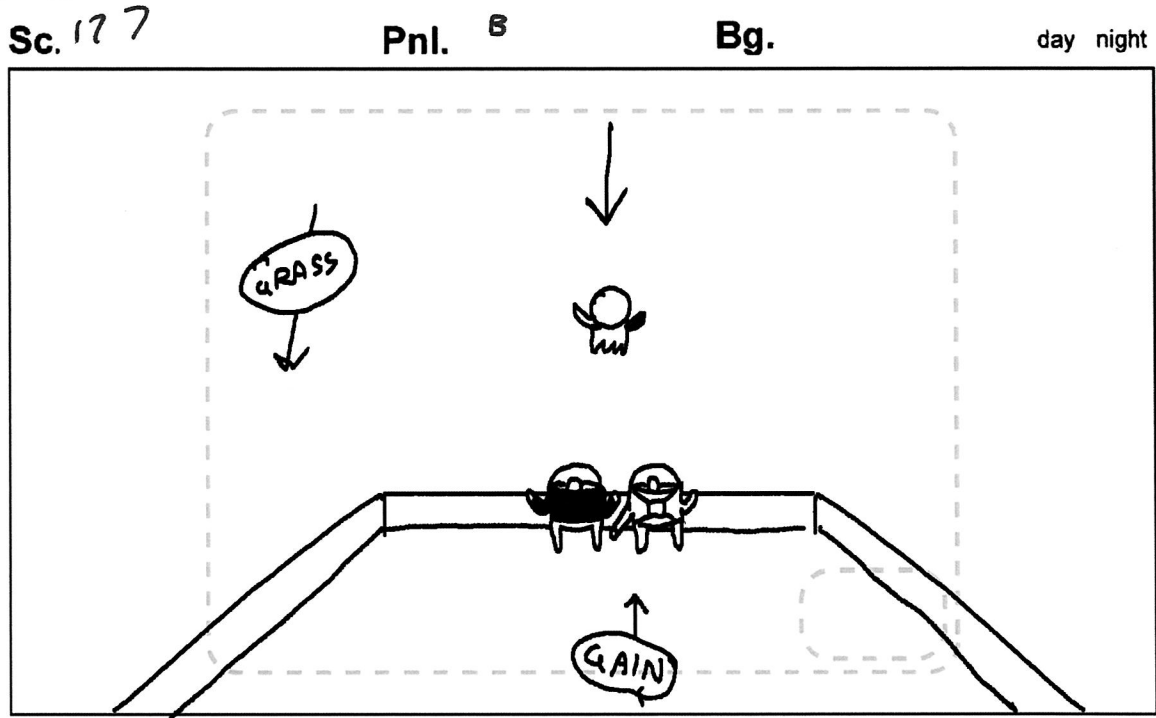
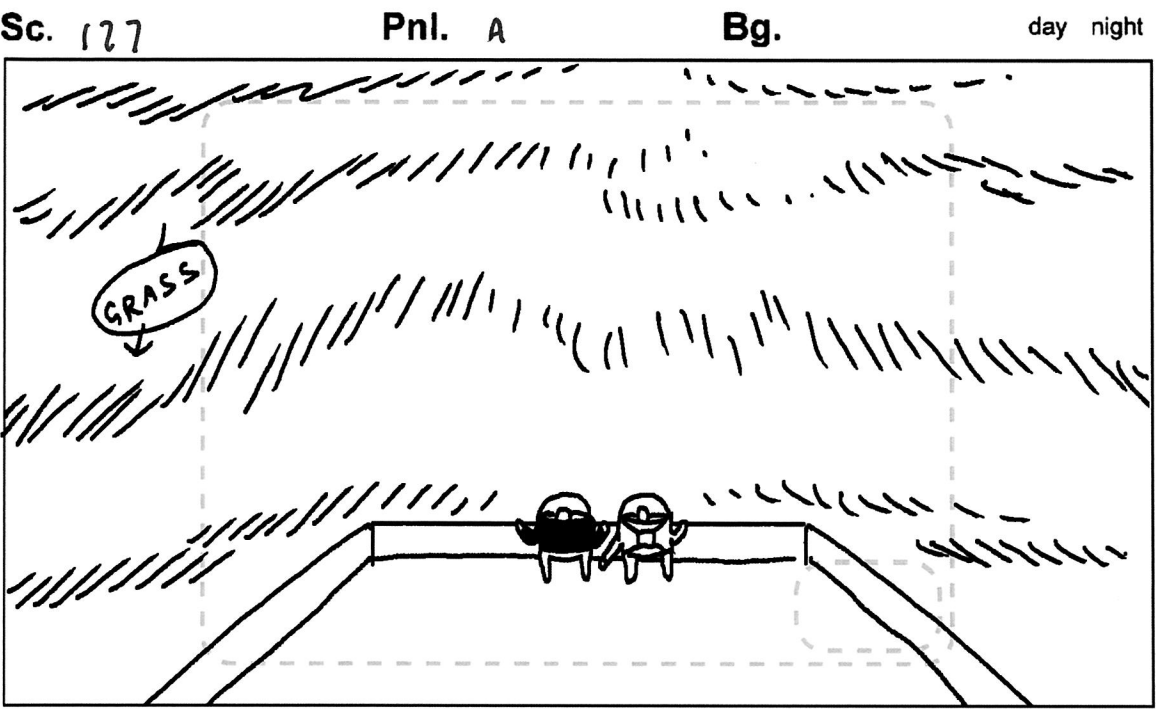
# ADVENTURE TIME



Dialog:	(SFX) WOOSH WOOSH WOOSH
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:

W O O O O S H

Action:

THIS SCENE COULD MAYBE GET SLICED!

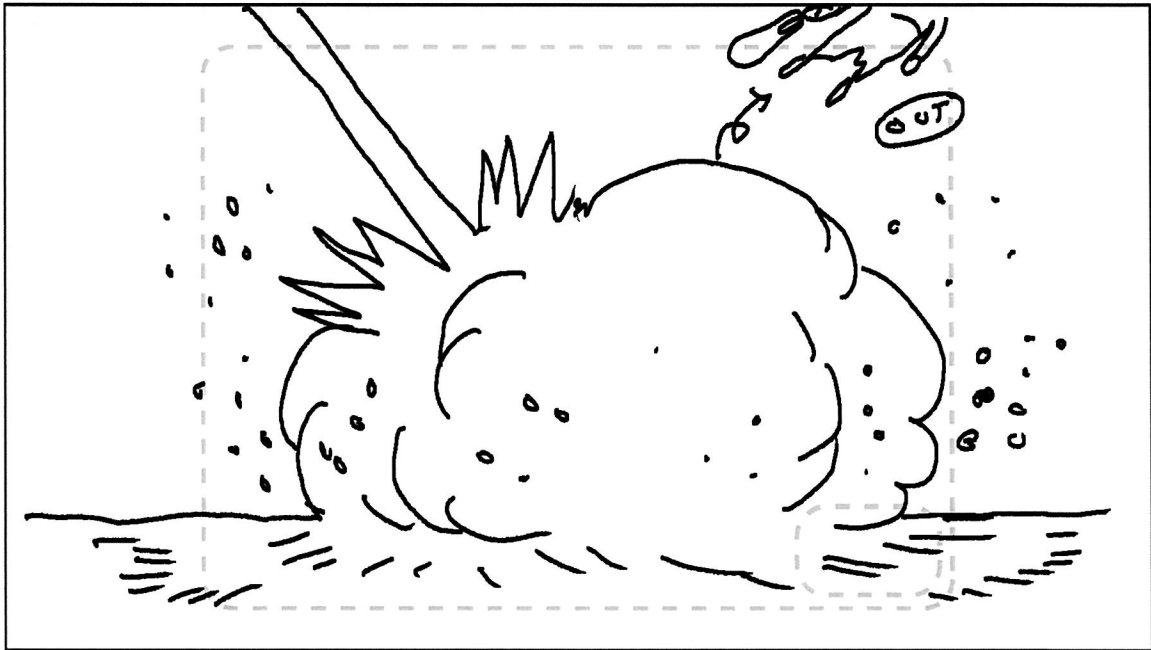
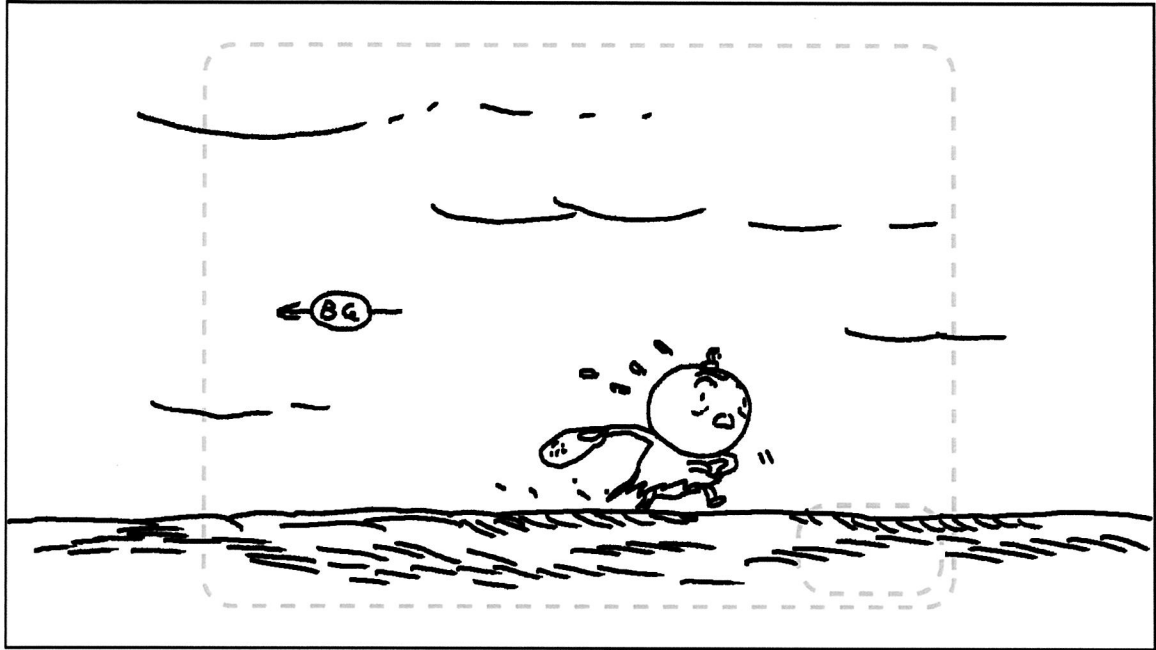
Timing:

1025-195  
EPISODE #  
Production :

ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night Sc. 178 Pnl. B Bg. day night

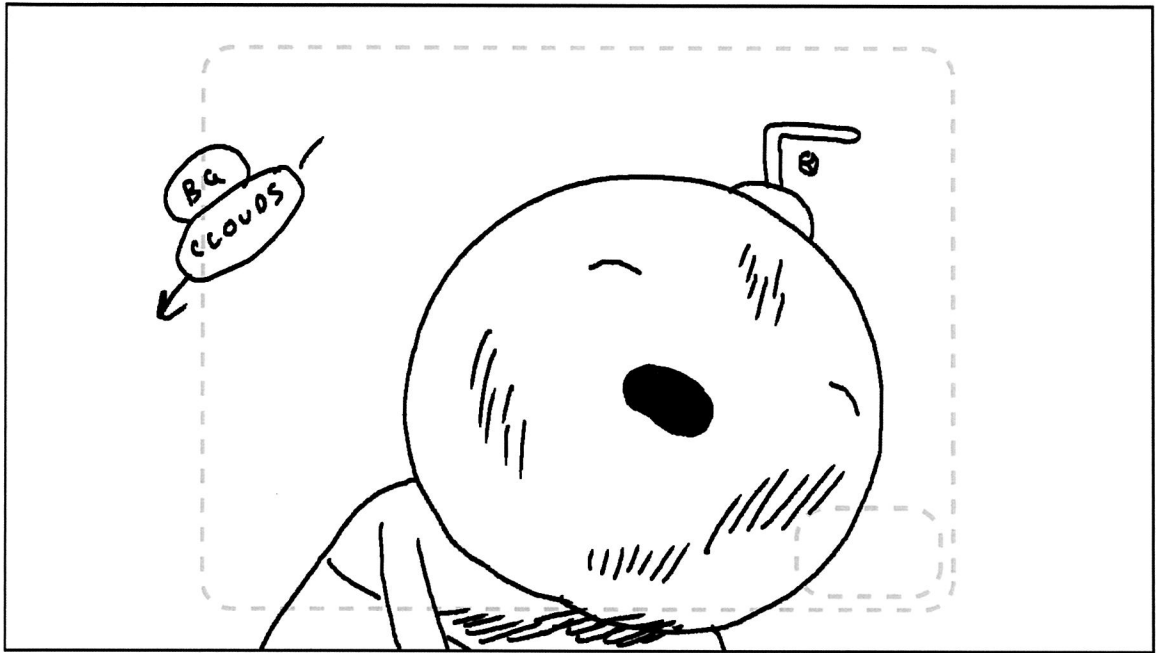


Dialog:  
/ EE! EE! EE! EE! (SFX) PRSHOW!  
Action:  
Timing:

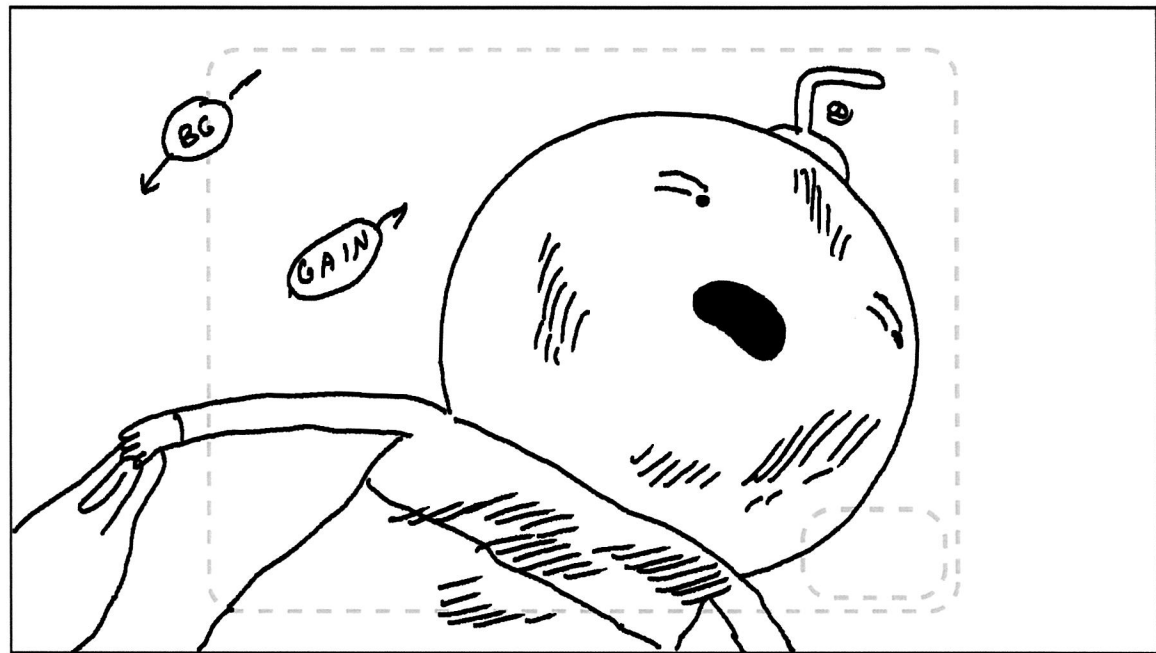
ADVENTURE TIME



Sc. 179 A Pnl. A Bg. day night



Sc. 179 A Pnl. B Bg. day night



Dialog:

Action:

FLYING THRU THE AIR.

Timing:

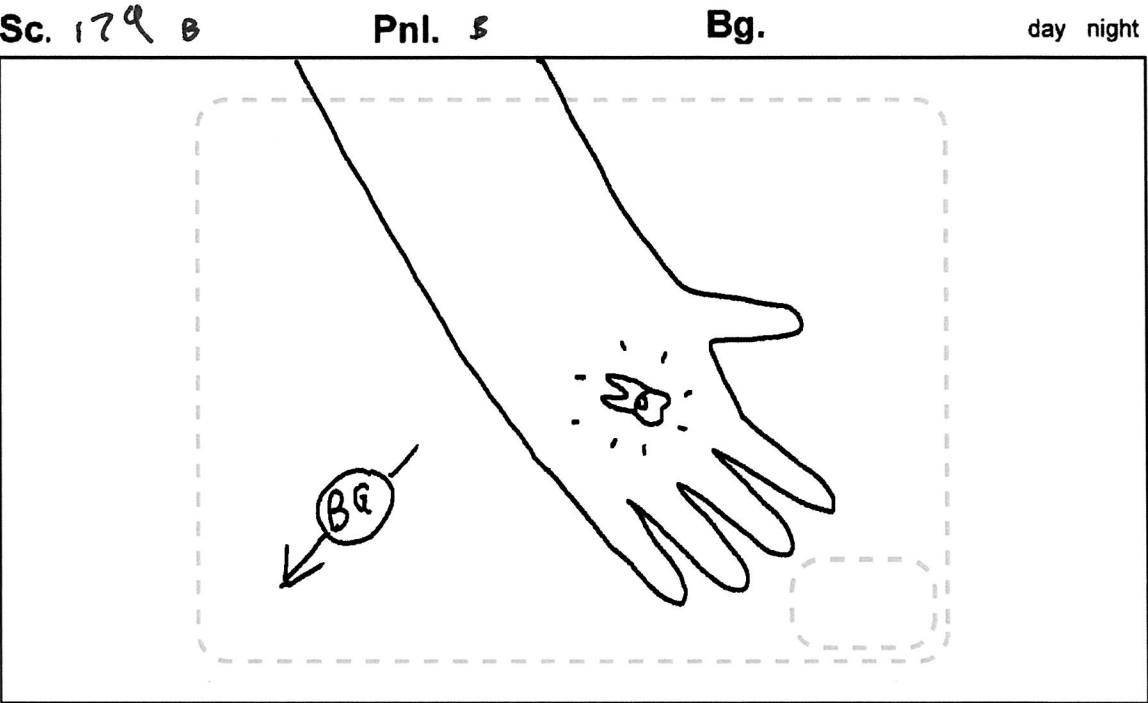
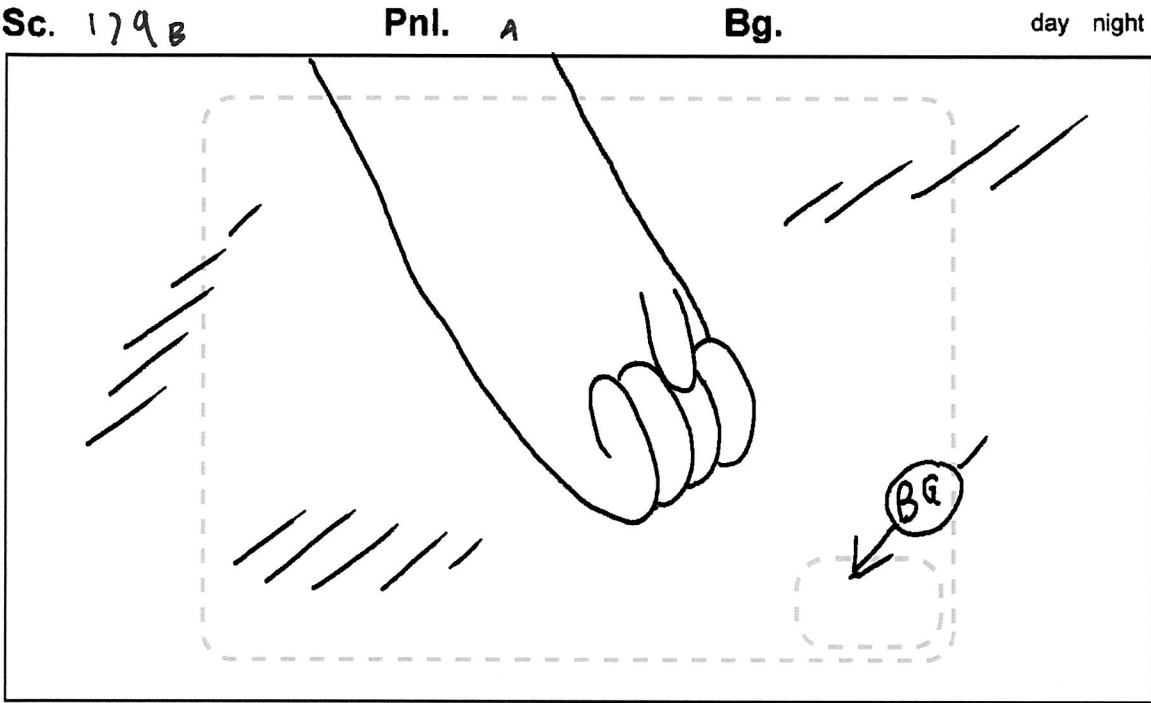
1025-195

EPISODE #

Production :



ADVENTURE TIME



Dialog:
Action: CYBER'S HAND.
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME

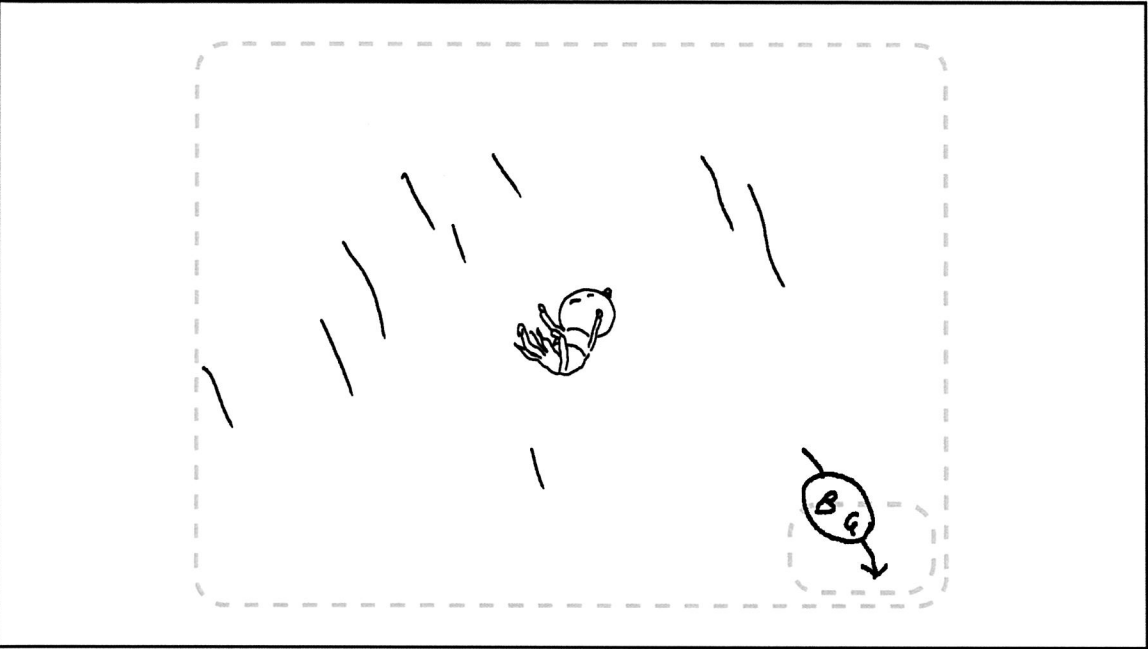


Sc. 180

Pnl. A

Bg.

day night

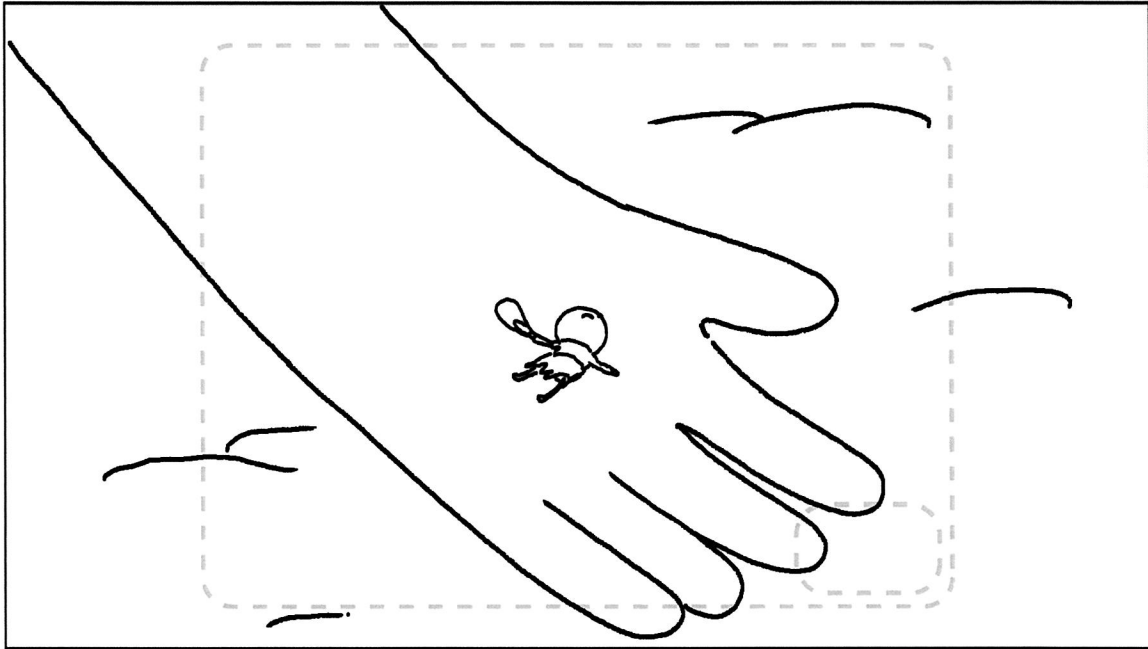


Sc. 180

Pnl. 5

Bg.

day night

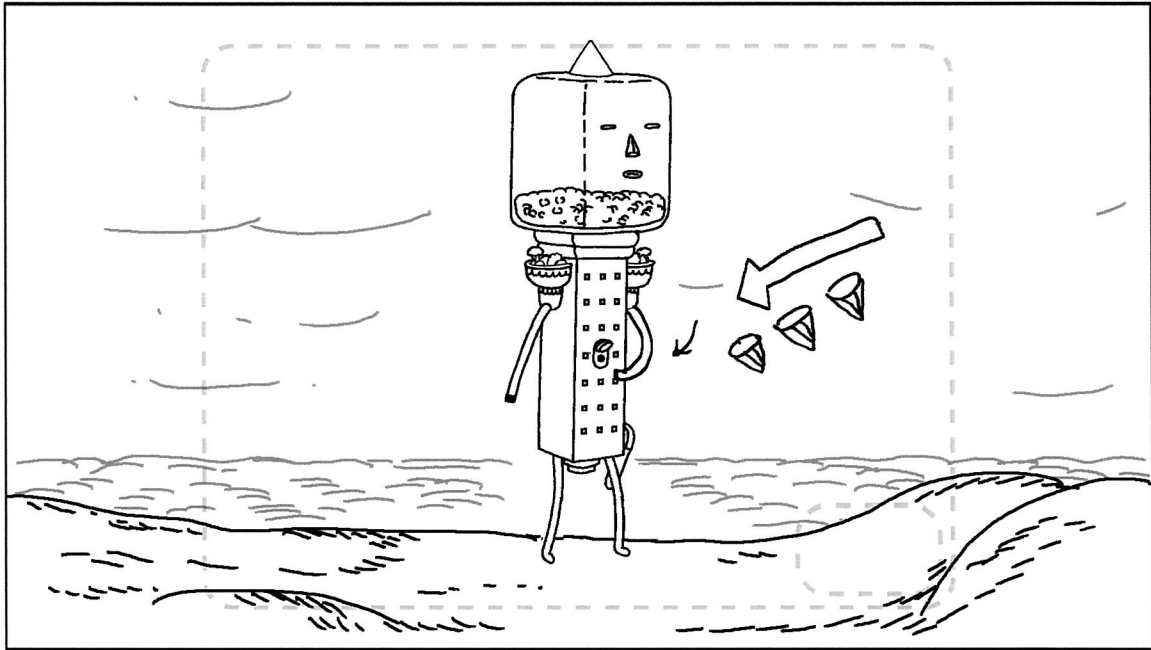
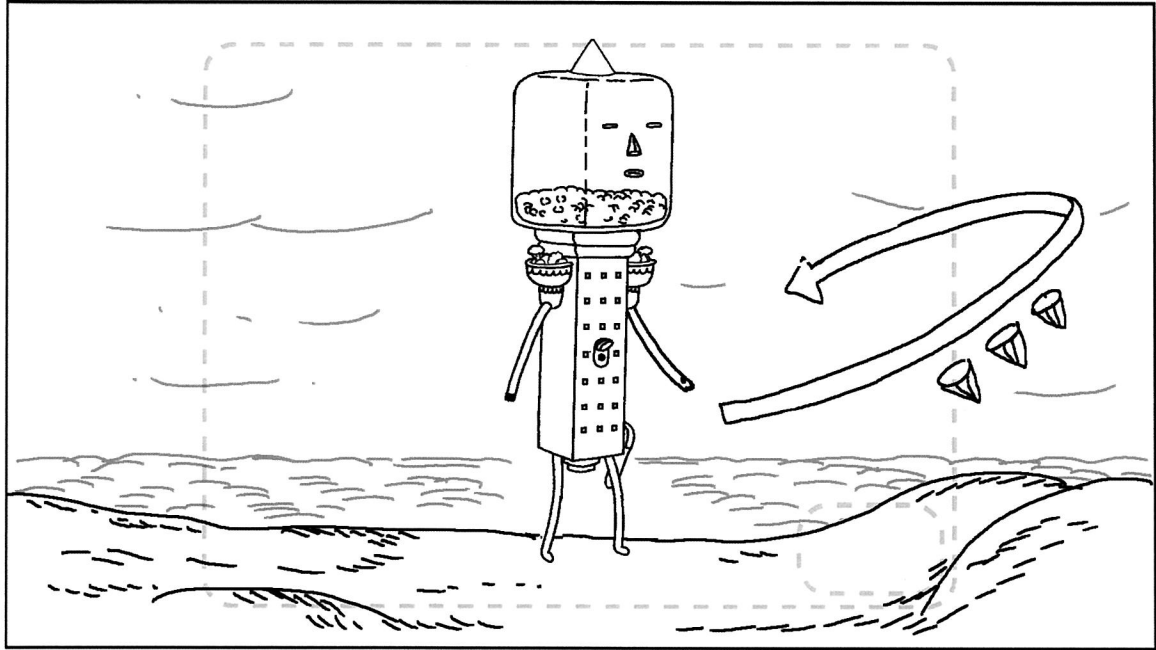


Dialog:
Action:
Timing:

# ADVENTURE TIME



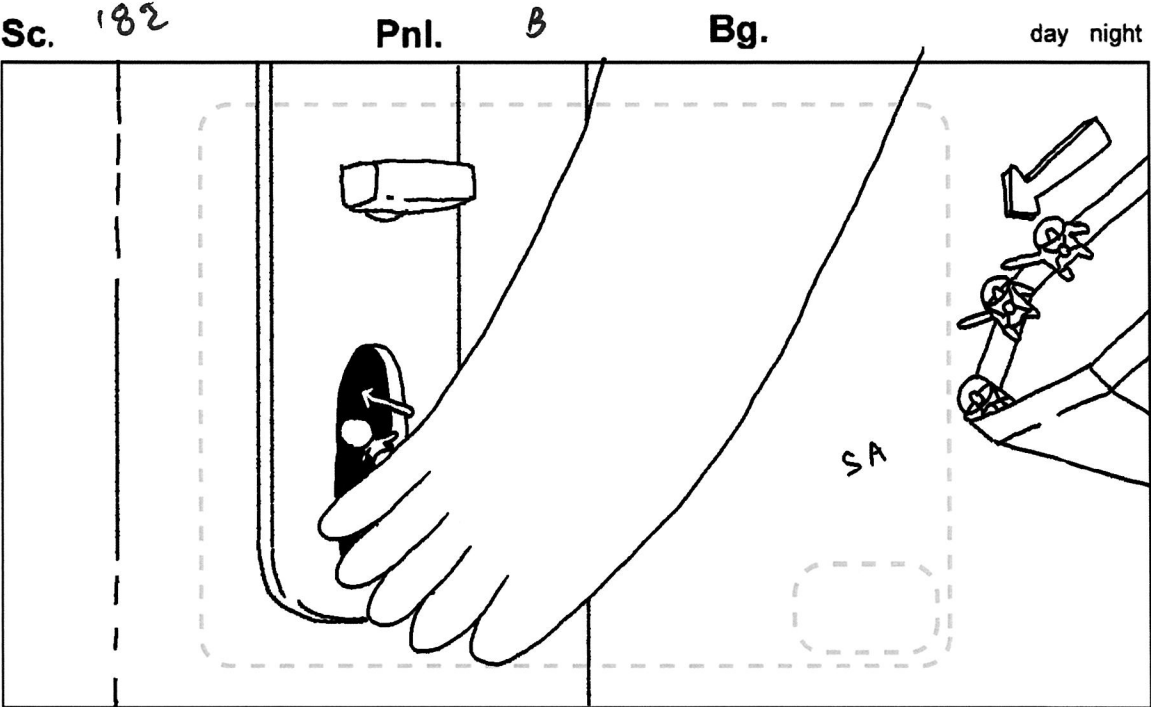
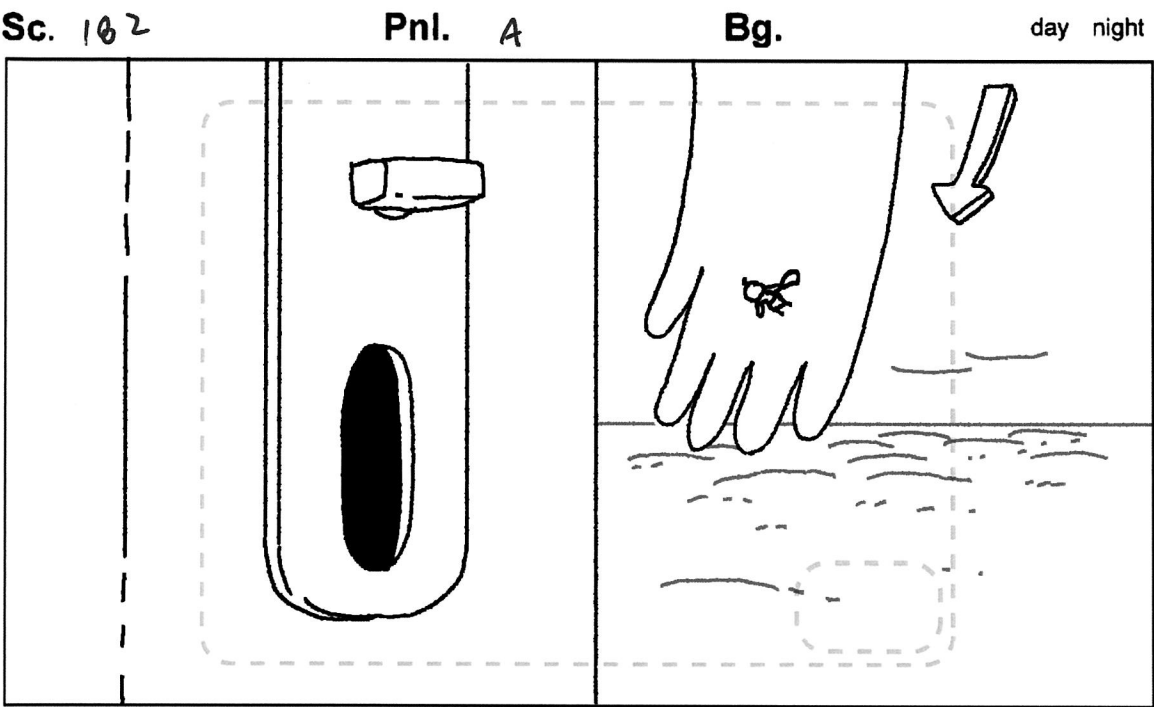
Sc. 181      Pnl. A      Bg.      day night      Sc. 181      Pnl. B      Bg.      day night



Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

ADVENTURE TIME



Dialog:
Action:
Timing:

PUTS CUBER IN THE HOLE.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

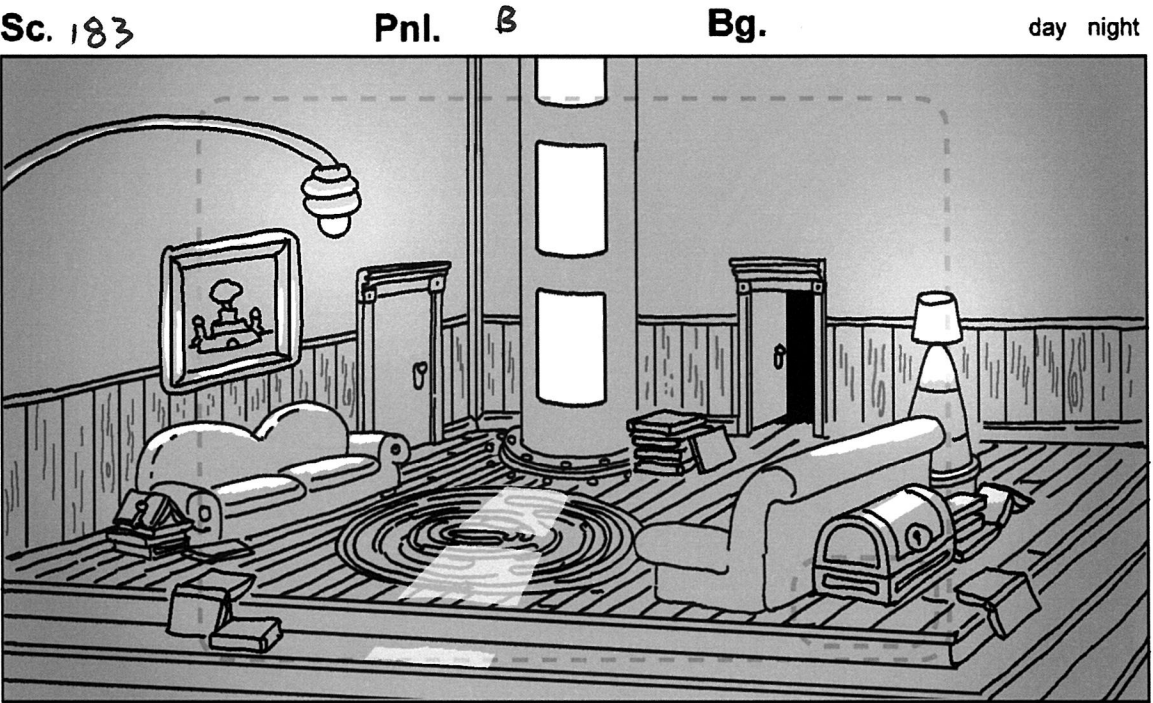
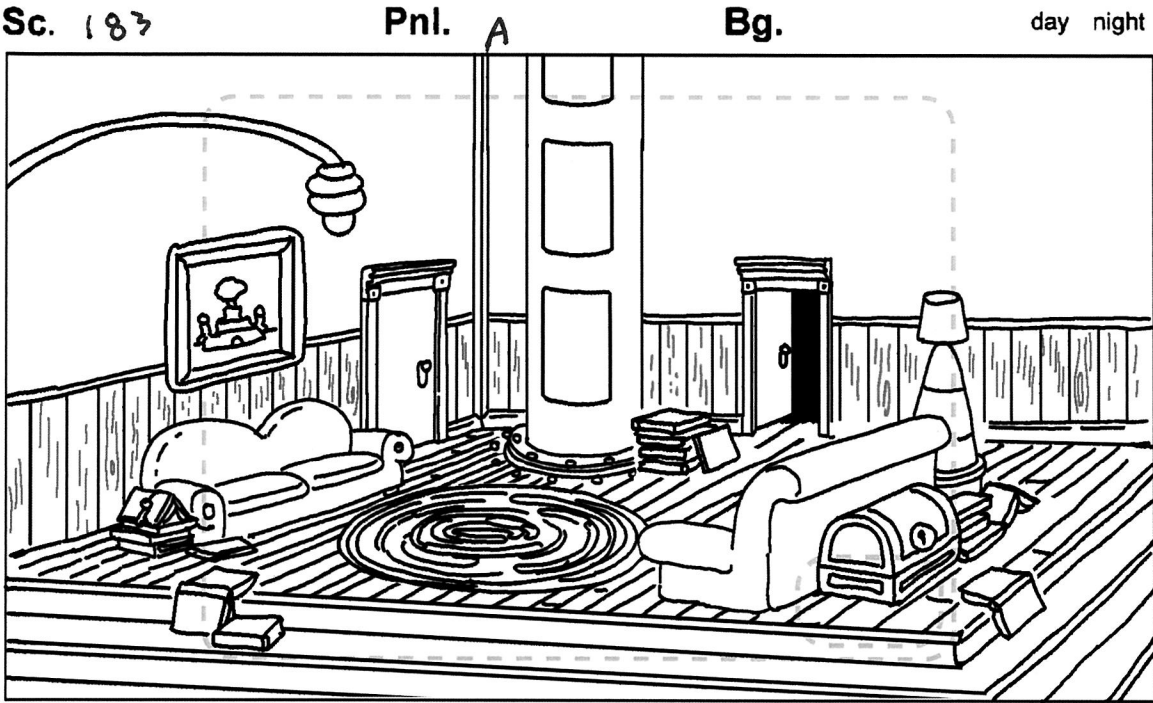


Sc. 182	Pnl. c	Bg.	day	night	Sc. 182	Pnl. d	Bg.	day	night

Dialog:	(SFX) WOOSH! WOOSH! WOOSH!		
Action:	THREE SHIPS WOOSH BY TWO ALIENS JUMP OUT OF		
Timing:	THE FIRST SHIP.		
		THREE SHIPS	(SFX) CHUK

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Dialog:


Action:

- COZY WITH CANDY ELEMENTS


- BOOKS EVERYWHERE.

MYSTERIOUS TONES.

Timing:

 KEY

FOR THIS CHEST



EPISODE # 1025-1A5  
Production :

# ADVENTURE TIME

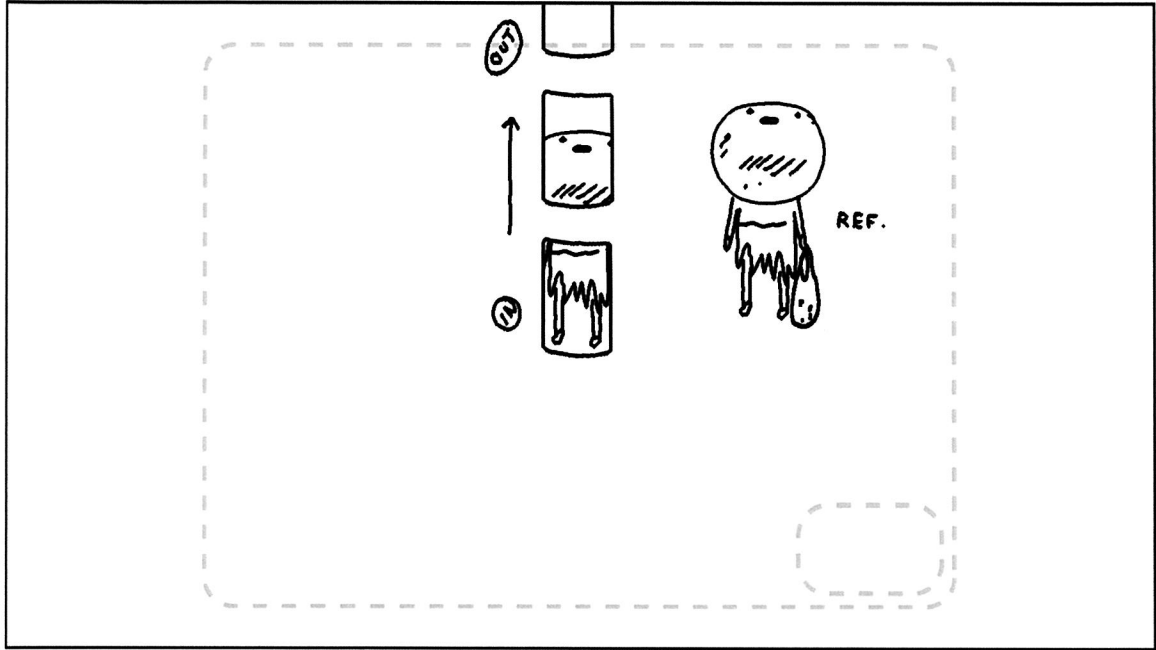


Sc. 183

Pnl. C

Bg.

day night

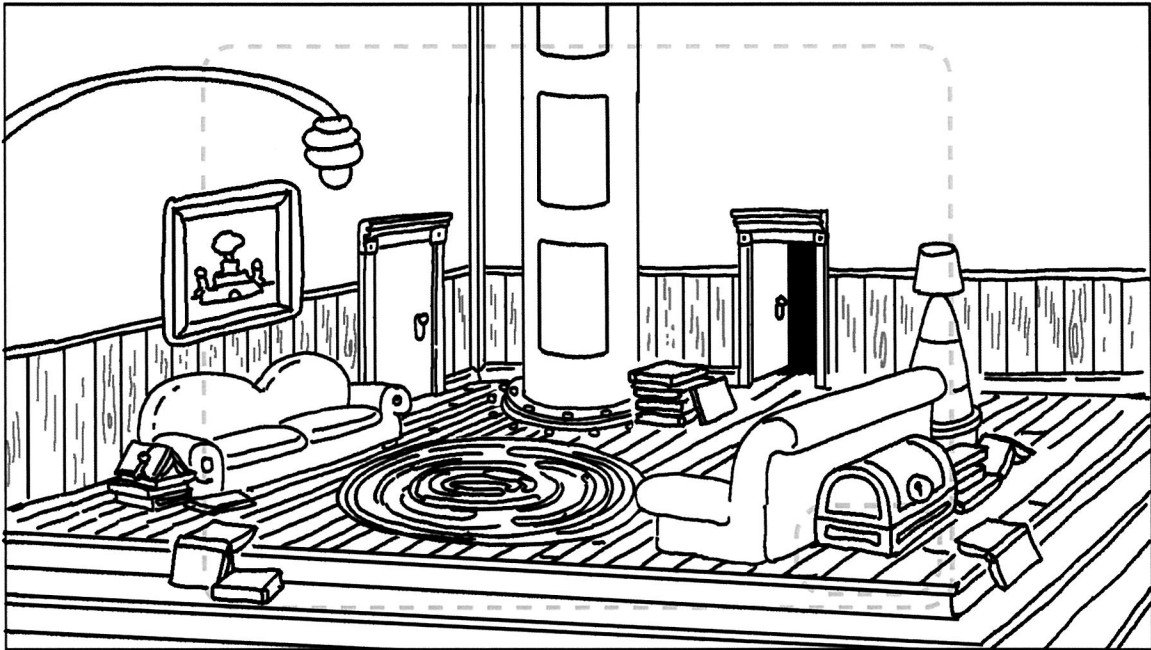


Sc. 183

Pnl. D

Bg.

day night



Dialog:

(SFX) SHUMP!

Action:

Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

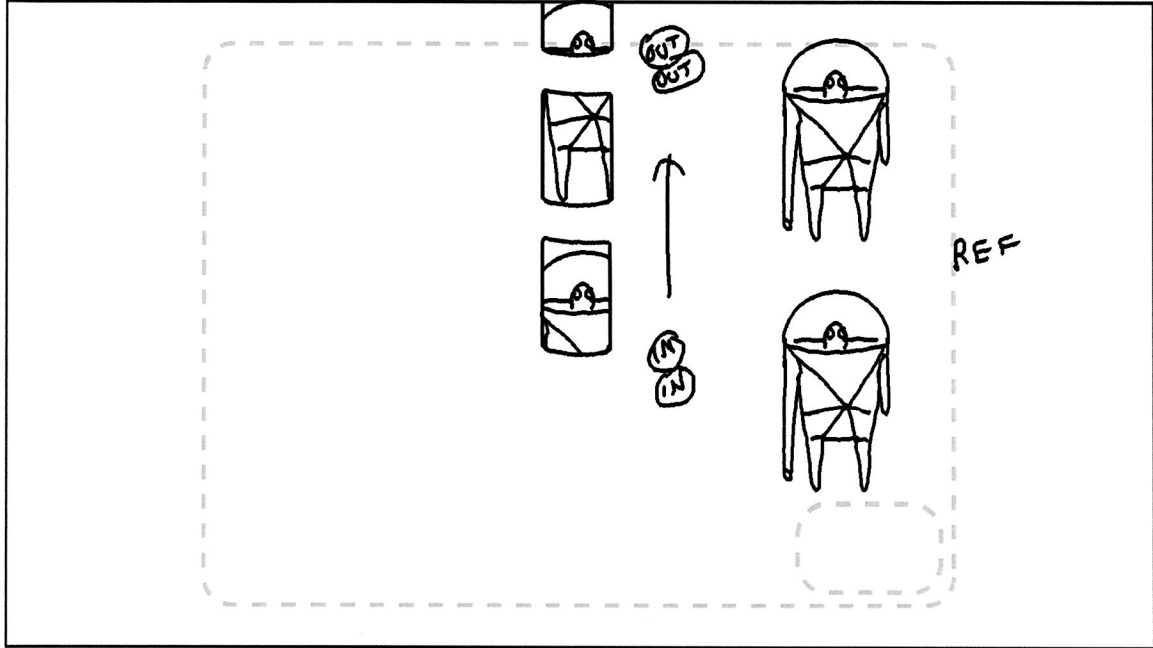


Sc. 183

Pnl. E

Bg.

day night

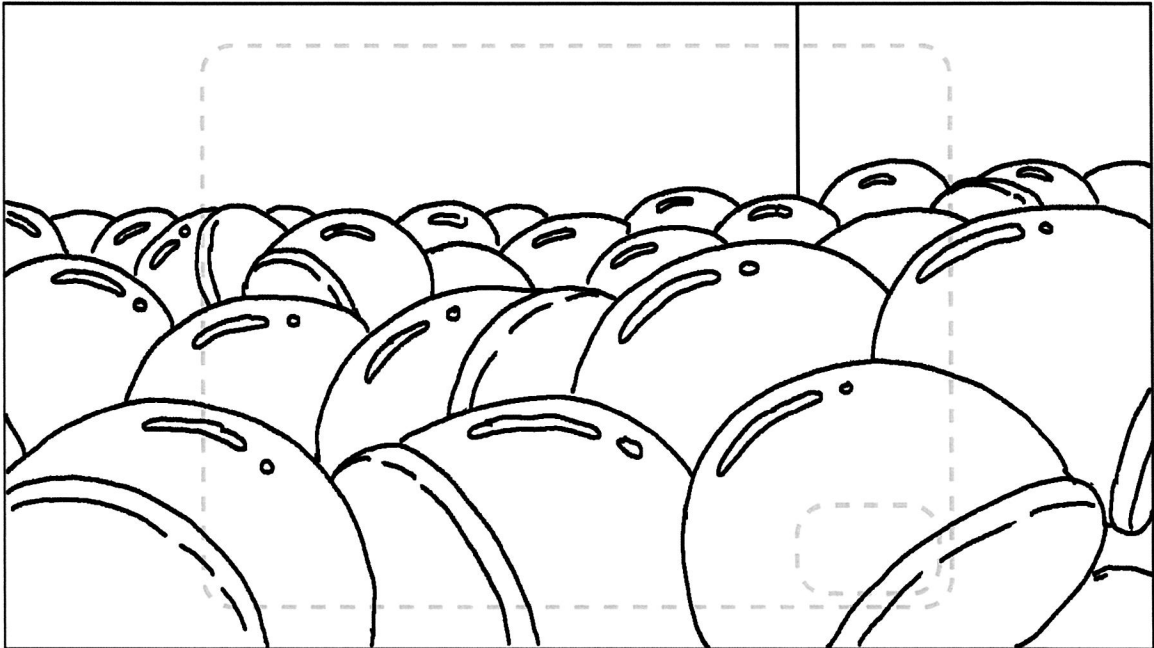


Sc. 184

Pnl. A

Bg.

day night



Dialog:

(SFX) SHUMP!  
SHUMP!

Action:

Timing:

1025-195

EPISODE #

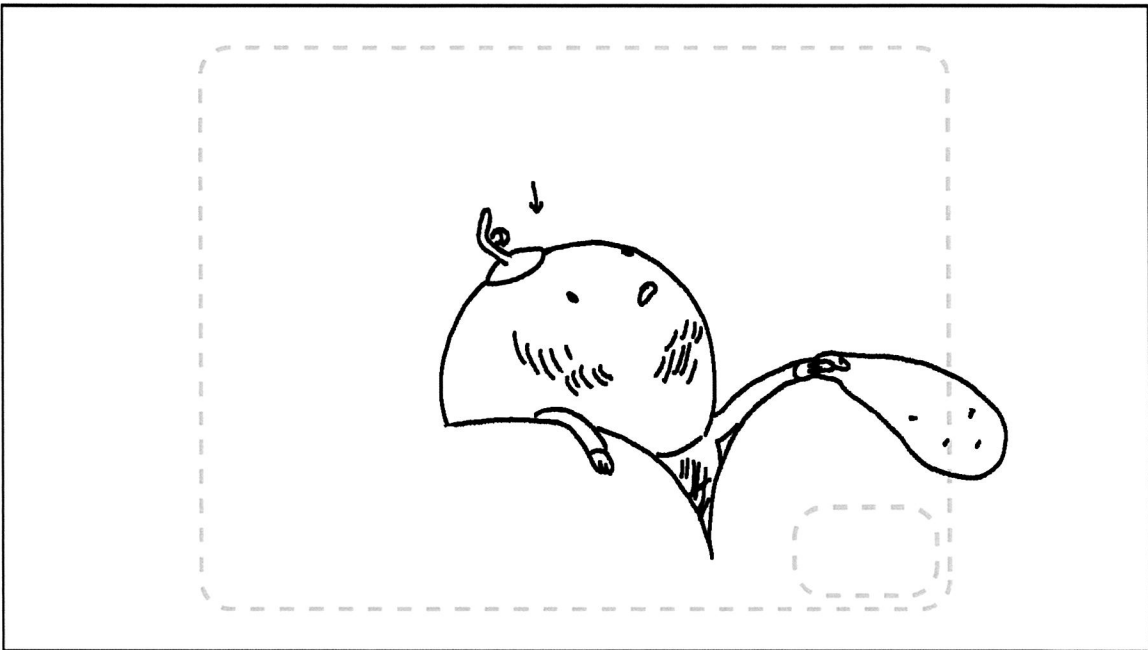
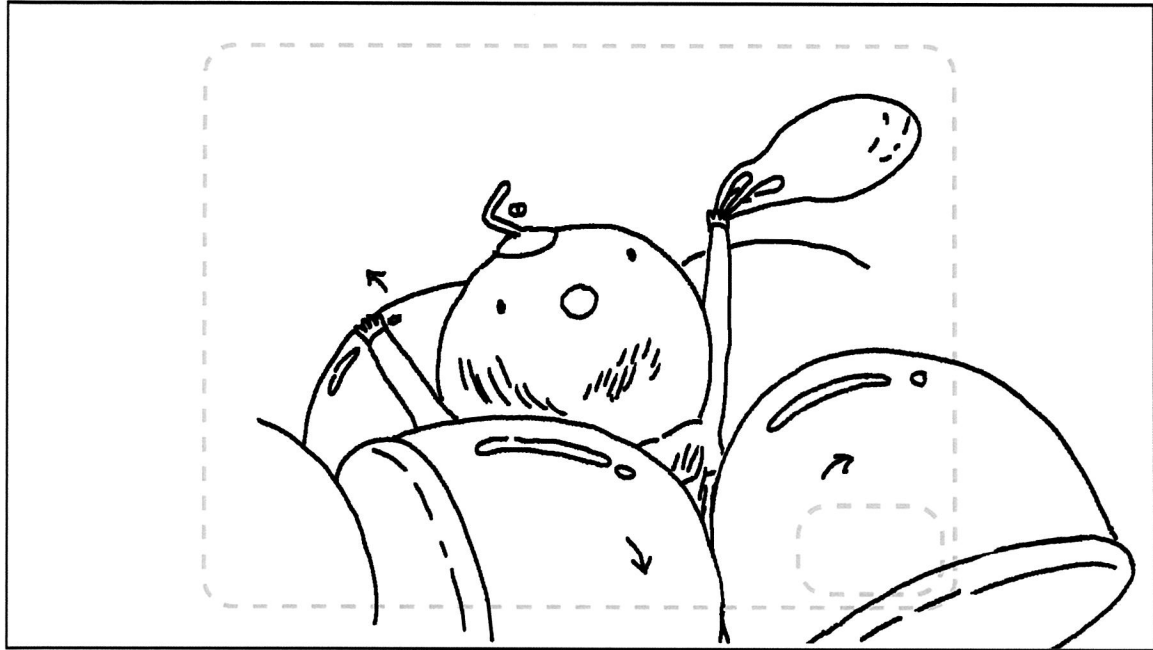
Production :



ADVENTURE TIME



Sc. 184 Pnl. B Bg. day night Sc. 184 Pnl. C Bg. day night



Dialog:	© HUUUUH!!! SPK LIKE A BALL PIT.	© HUH!!
Action:	POP!	
Timing:		

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



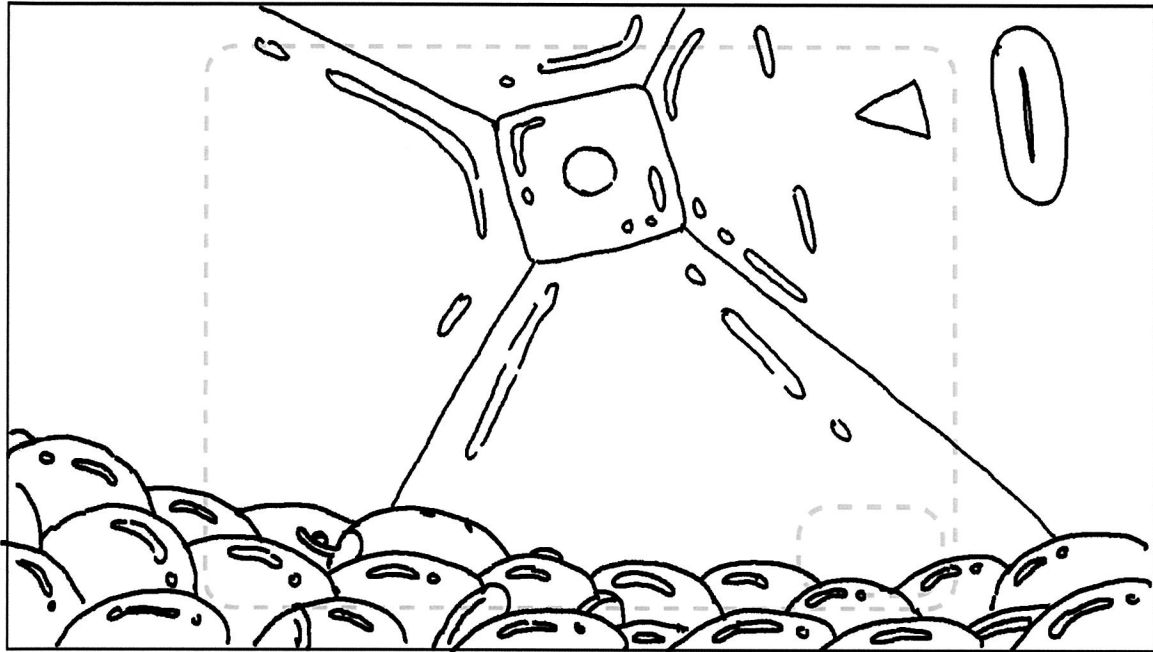
Sc. 185

Pnl.

A

Bg.

day night

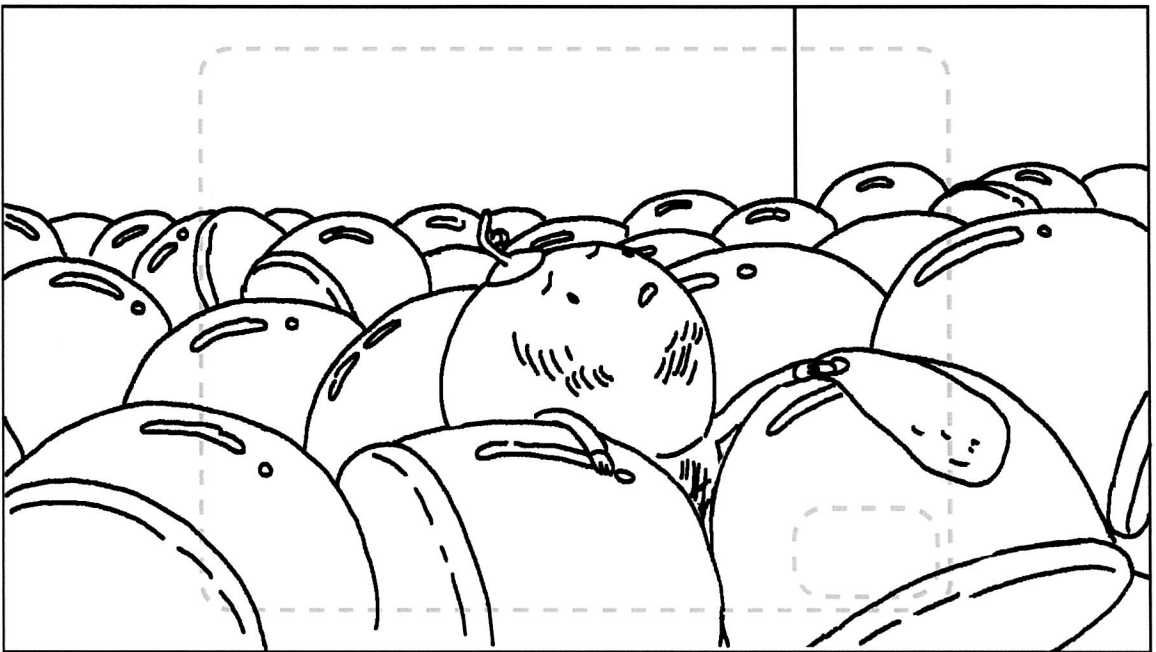


Sc. 186

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

1025-195

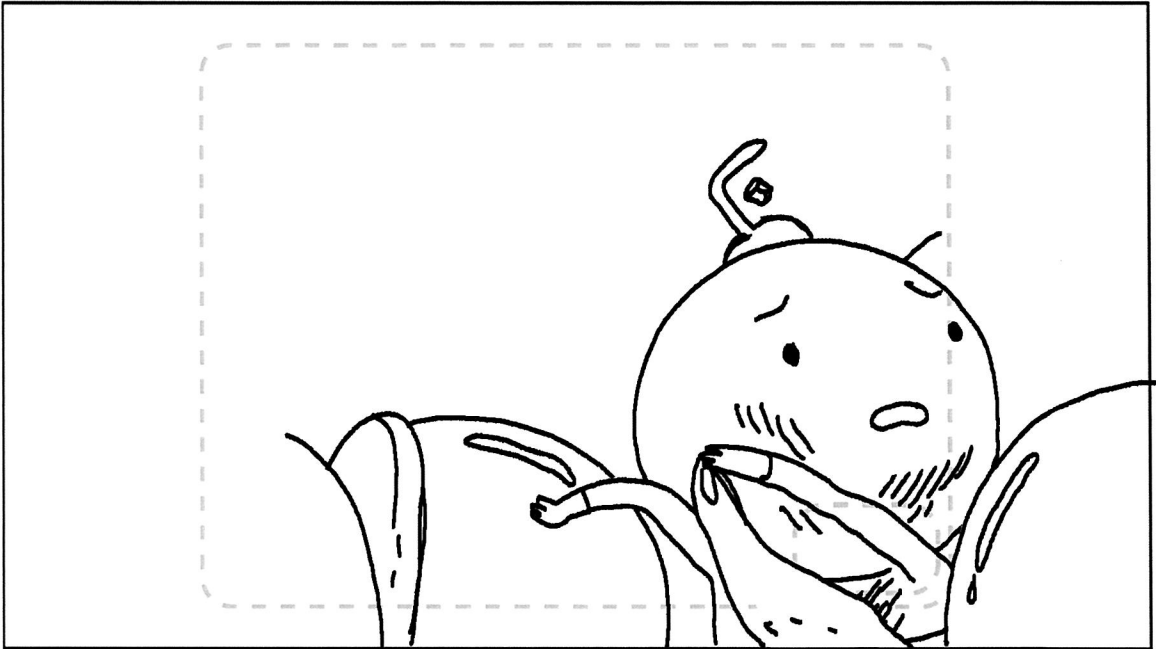
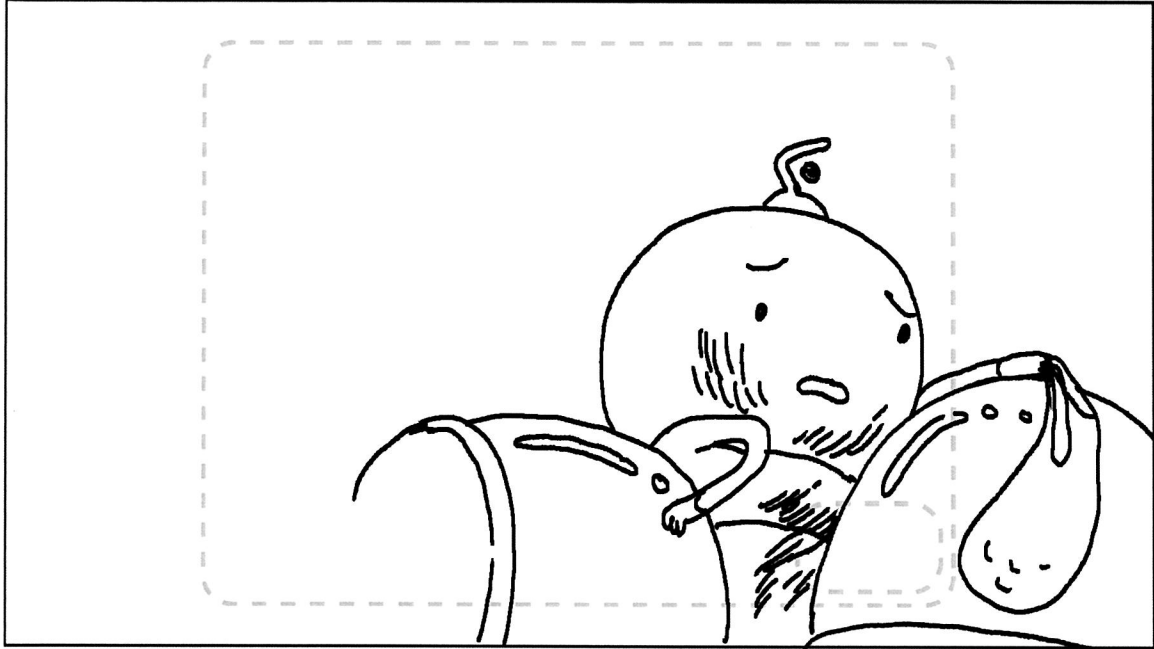
EPISODE #

Production :

ADVENTURE TIME



Sc. 186 Pnl. b Bg. day night Sc. 186 Pnl. c Bg. day night



Dialog:
©/ NN!
Action:
Timing:

Production : EPISODE # 1025- (4S)

# ADVENTURE TIME



Sc. 186	Pnl. D	Bg.	day night	Sc. 186	Pnl. E	Bg.	day night

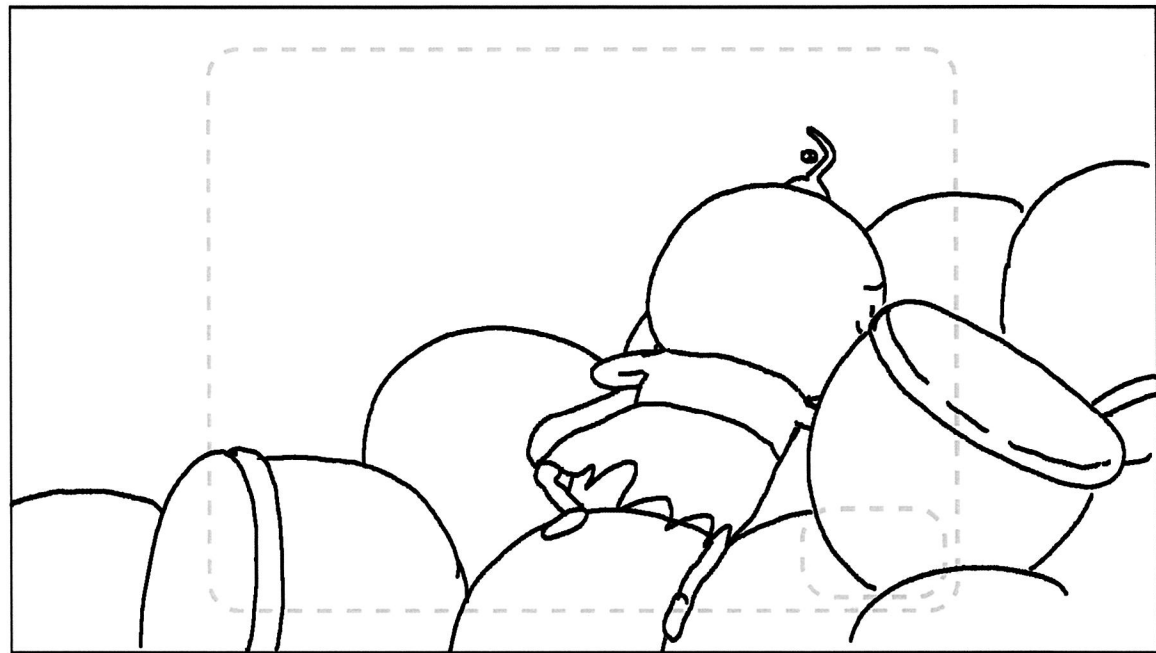
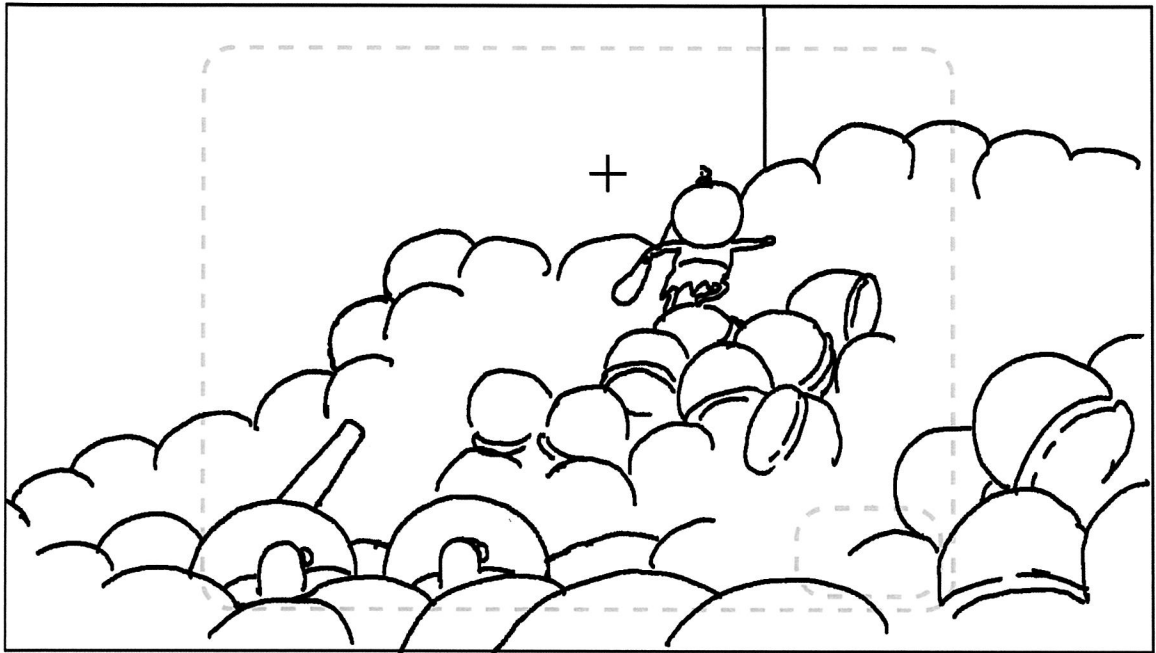
Dialog:
Action:
Timing:

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 187 Pnl. A Bg. day night Sc. 188 Pnl. A Bg. day night



Dialog:

Action:

Timing:

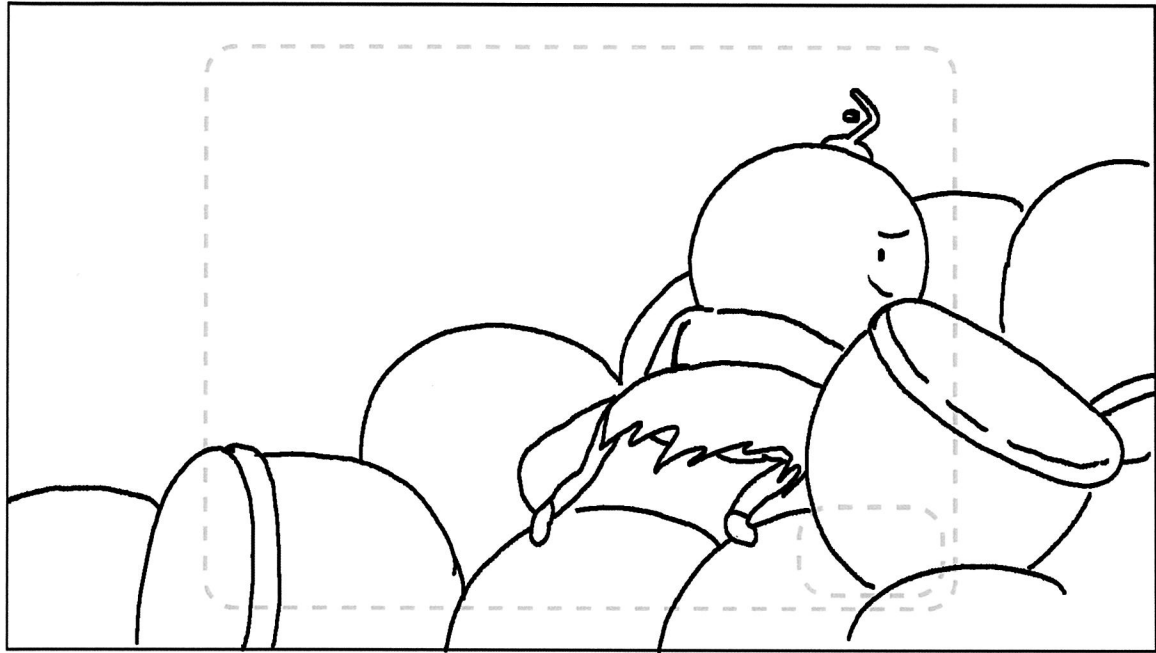


EPISODE # 1025-1dc  
Production :

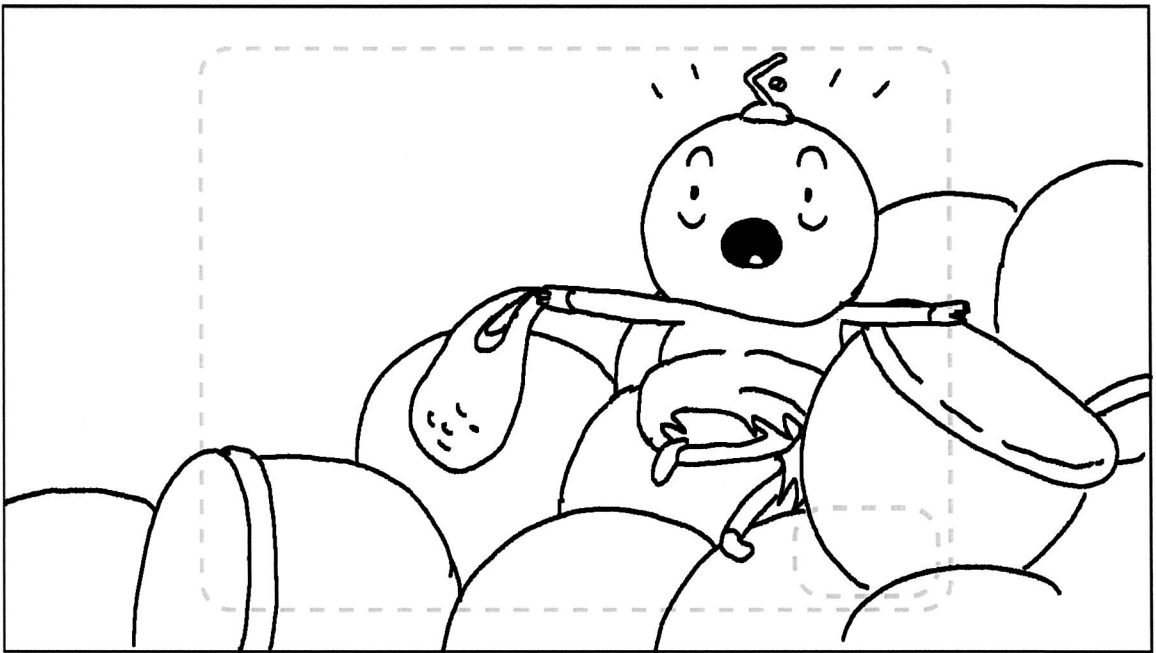
ADVENTURE TIME



Sc. 188 Pnl. 3 Bg. day night



Sc. 188 Pnl. 4 Bg. day night



Dialog:
Q = GASP!
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME

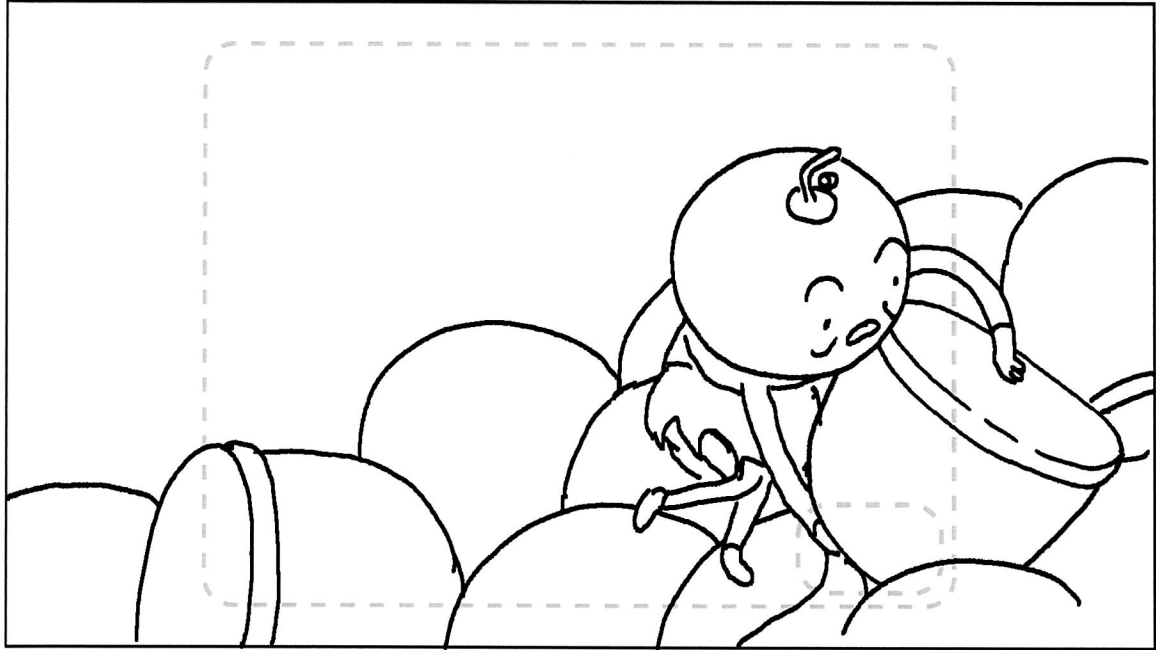


Sc. 188

Pnl. 0

Bg.

day night

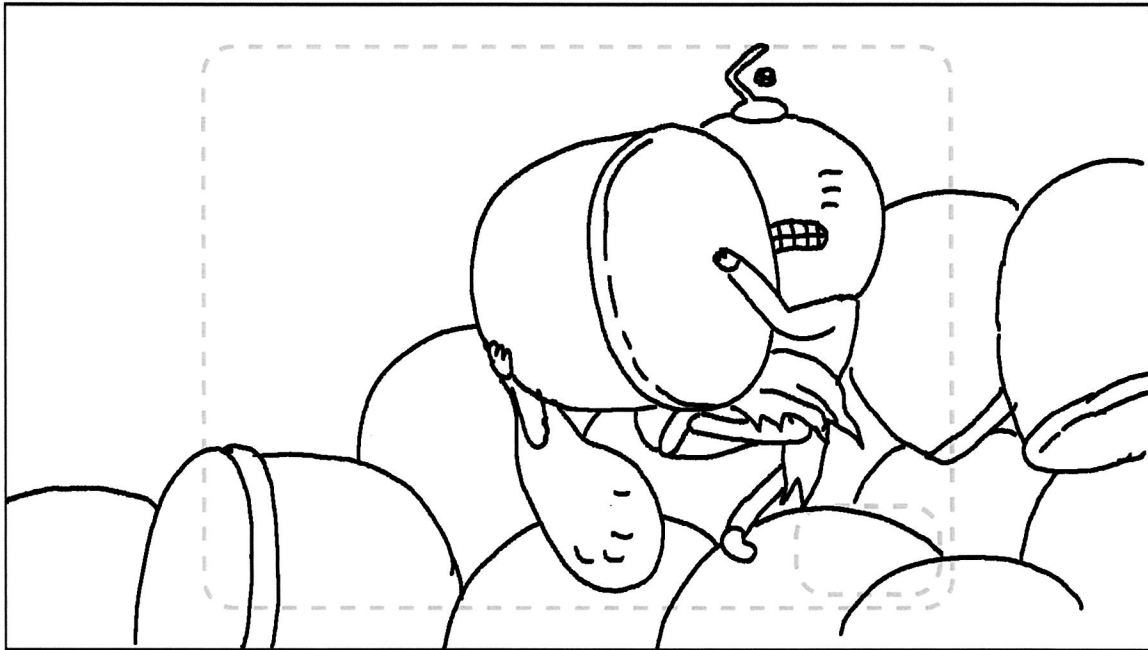


Sc. 188

Pnl. E

Bg.

day night



Dialog:

C/ UH

Action:

Timing:

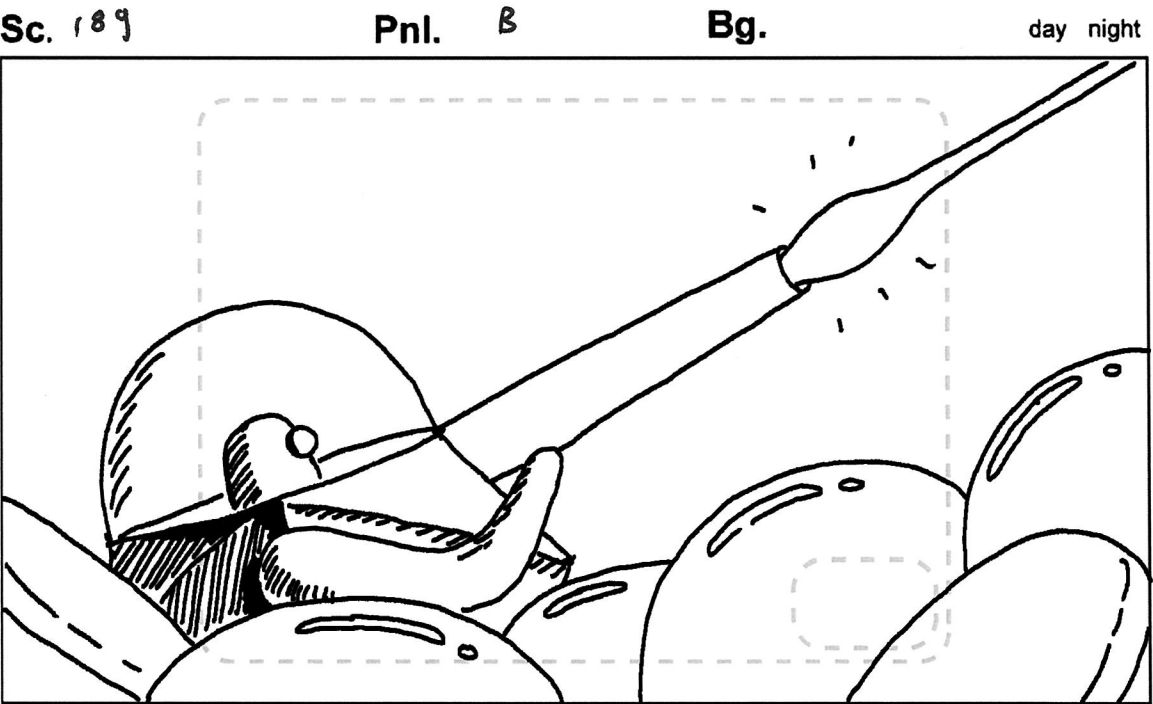
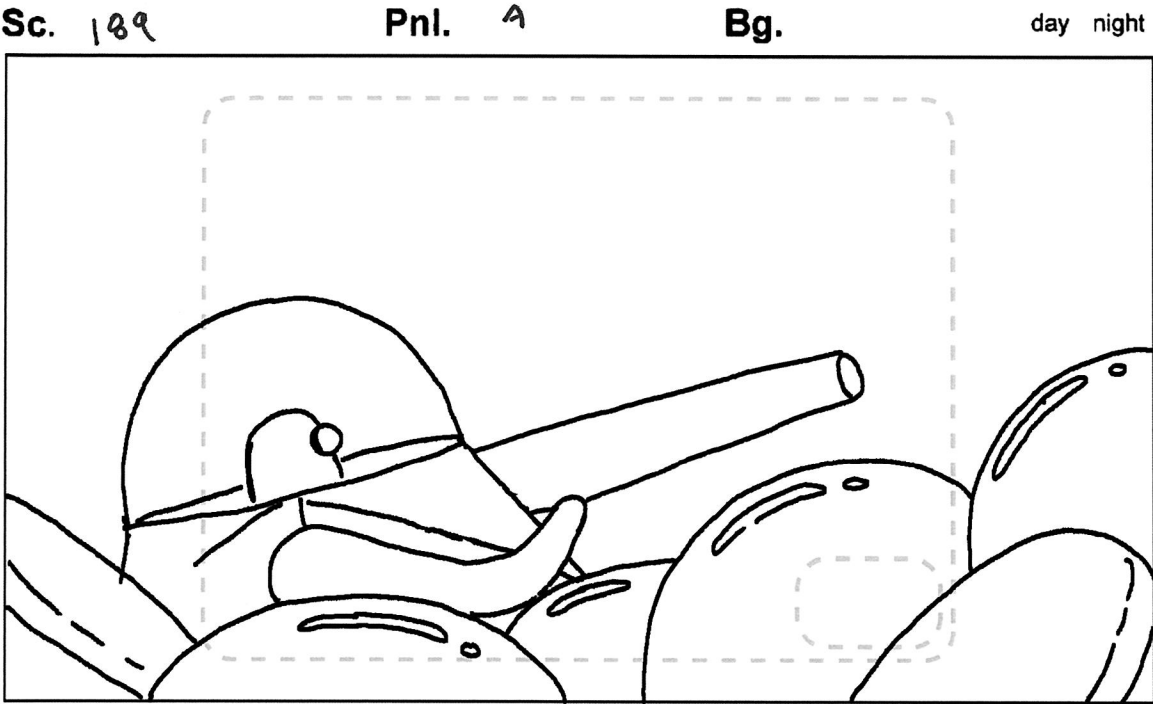
C/ NN!

1025-195

EPISODE #

Production :

# ADVENTURE TIME



Dialog:	(SFX) PEW
Action:	
Timing:	



ADVENTURE TIME



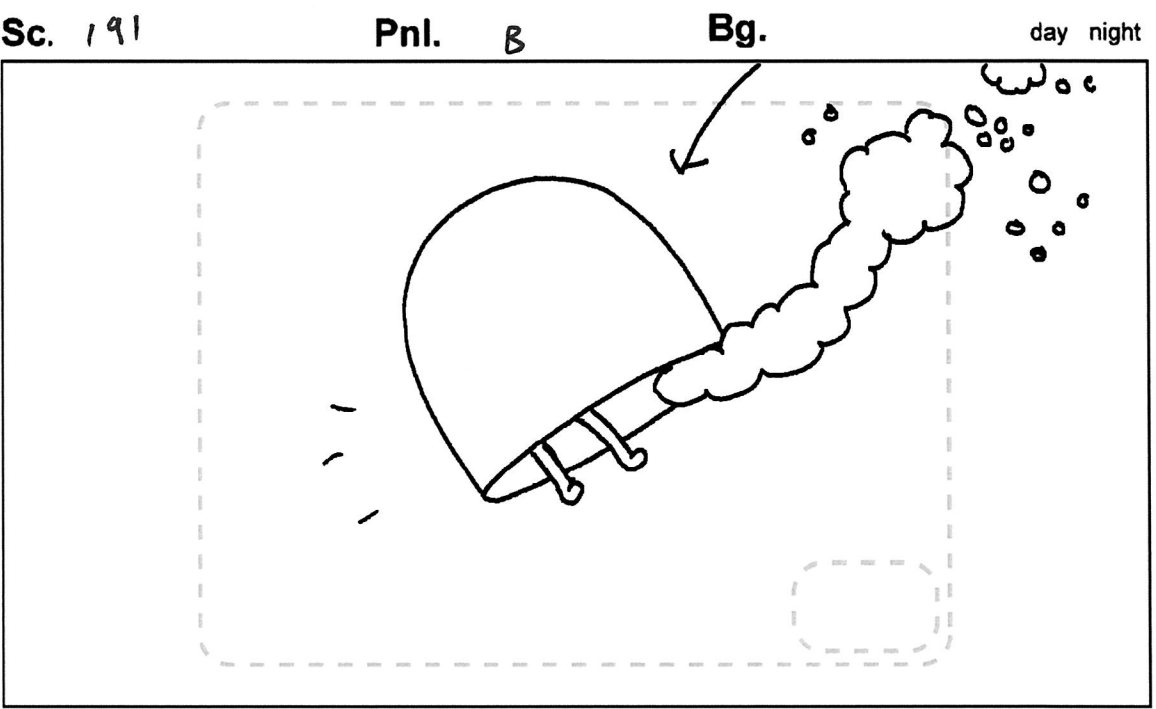
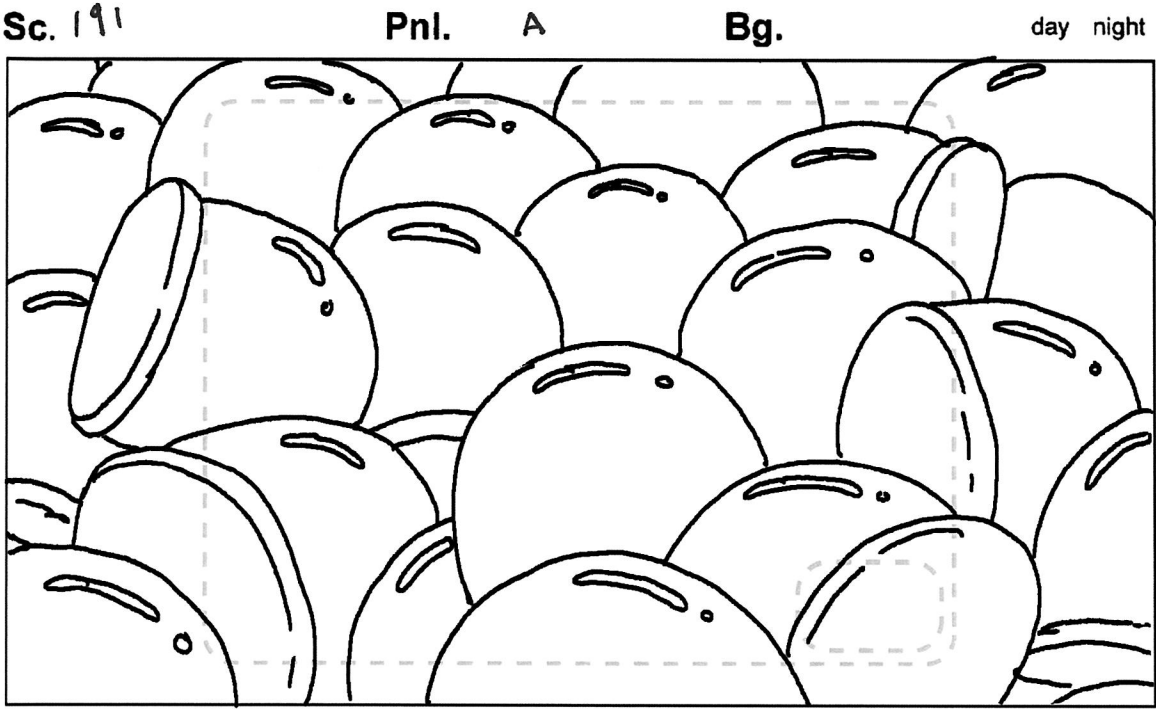
Sc. 190	Pnl. A	Bg.	day night	Sc. 190	Pnl. B	Bg.	day night

Dialog:	((( SFX ))) BLAST! ((( SFX )))
Action:	S.P.
Timing:	

Production : 1025-195 EPISODE #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
<p>(SFX) BUNK</p>
Action:
Timing:

EPISODE # 1025-195.  
Production :

ADVENTURE TIME

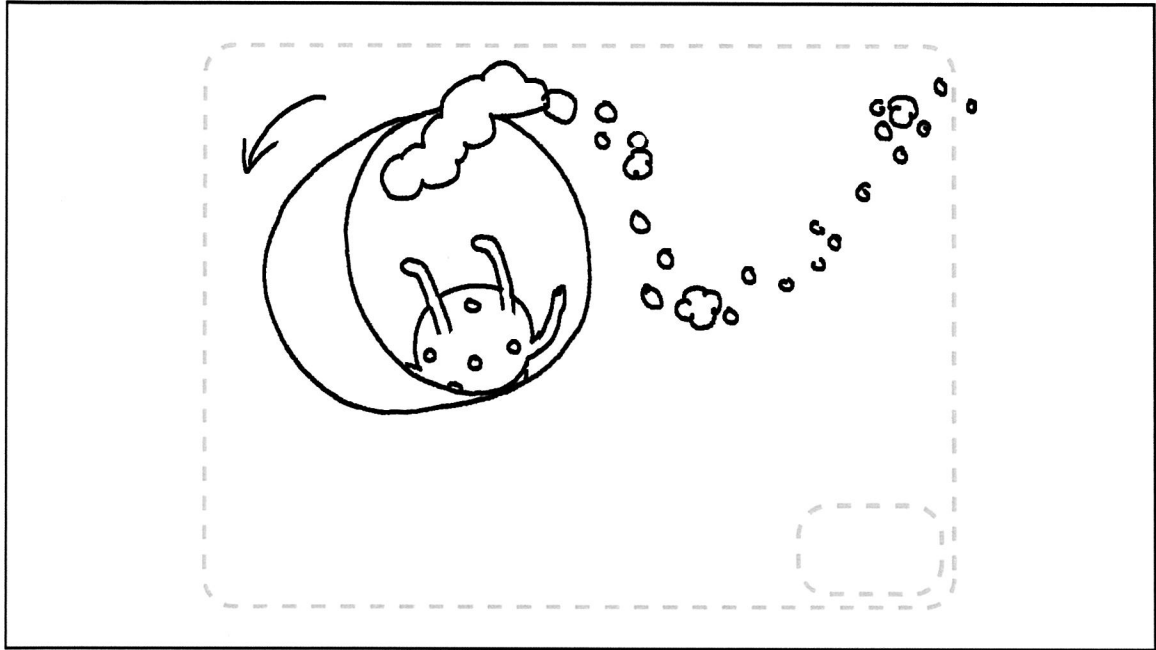


Sc. 191

Pnl. C

Bg.

day night

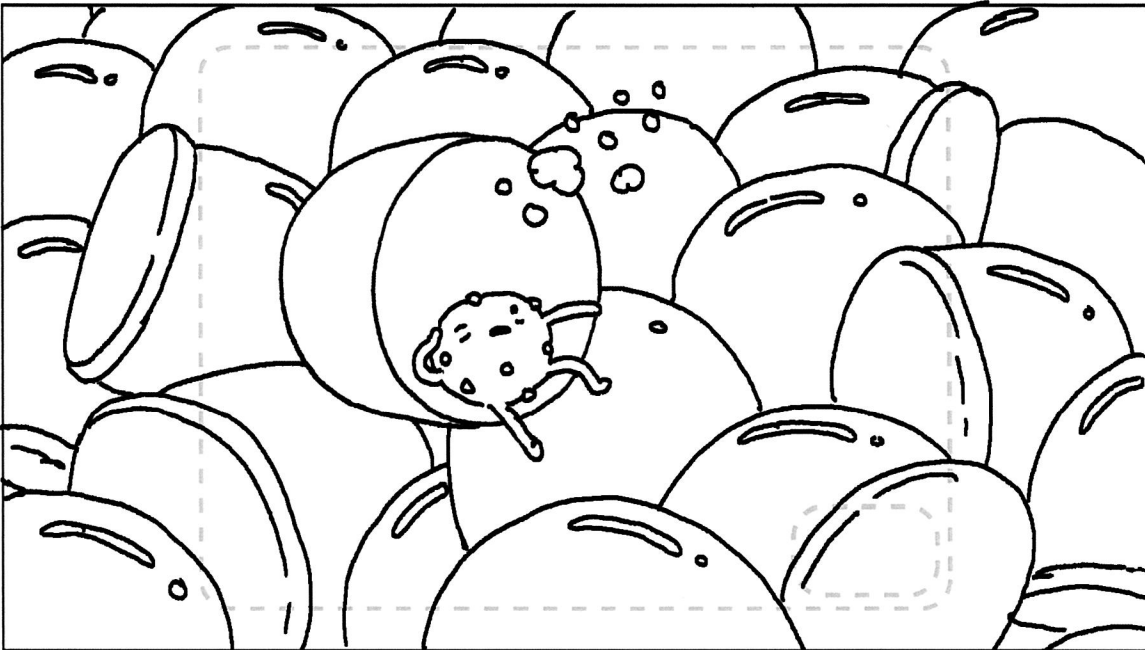


Sc. 192

Pnl. D

Bg.

day night



Dialog:

(CRUNCHY) (GROGGY) WHAT TIME IS IT,  
DID IT WORK.

Action:

Timing:

EPISODE # 1025-195

Production :

# ADVENTURE TIME

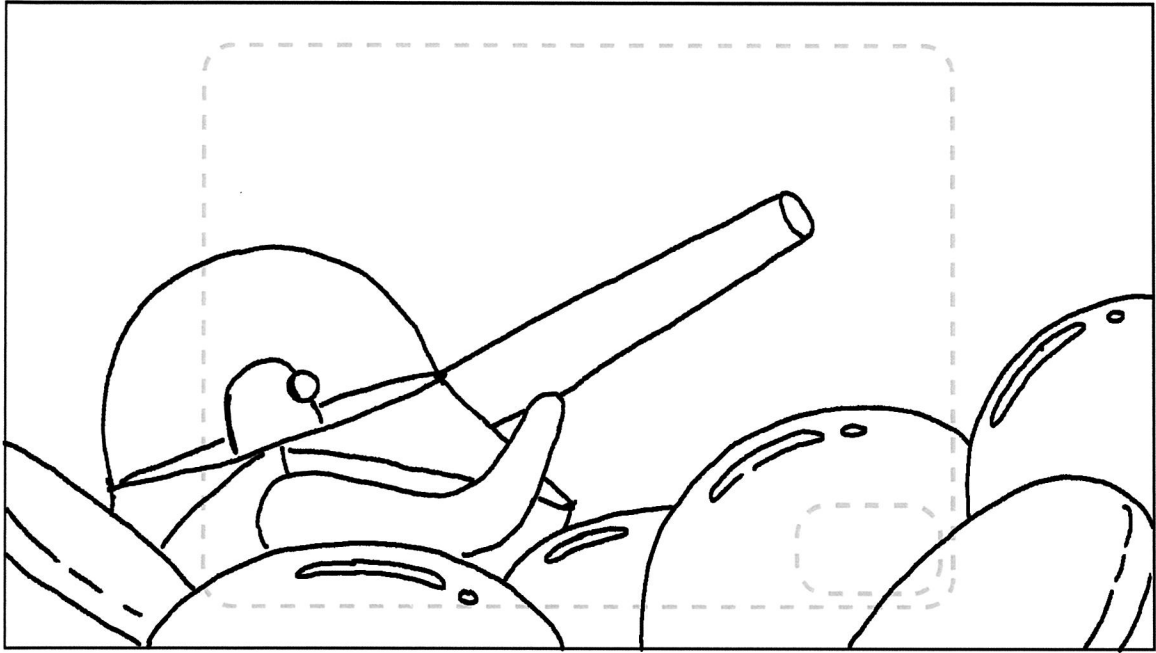


Sc. 192

Pnl. A

Bg.

day night

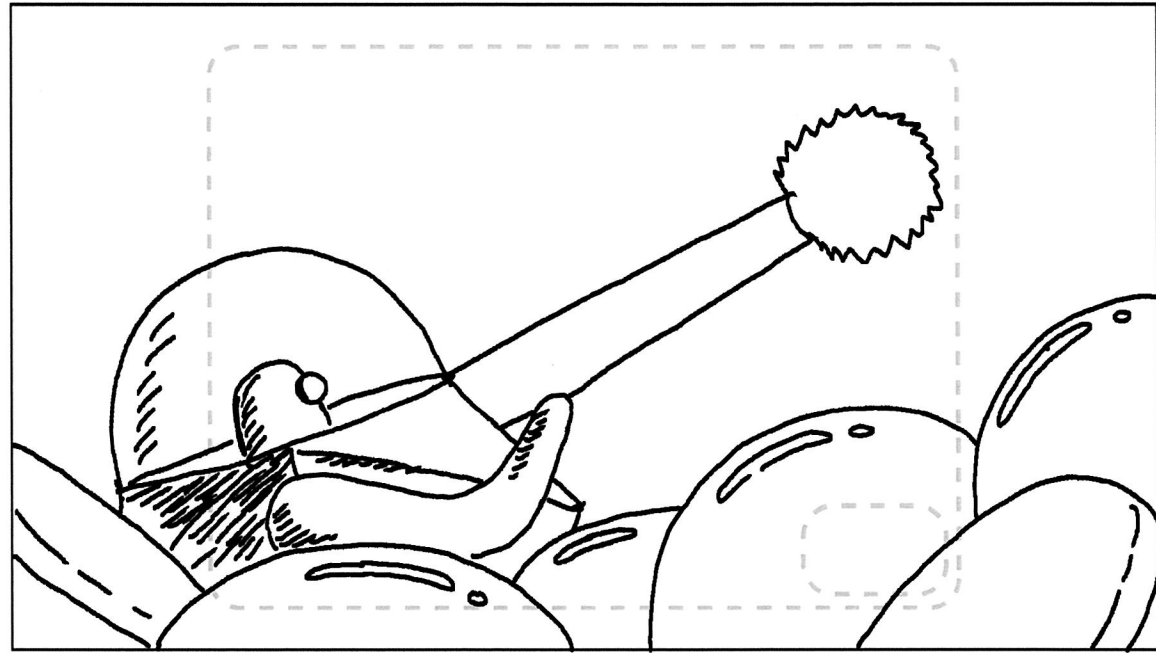


Sc. 192

Pnl. B

Bg.

day night



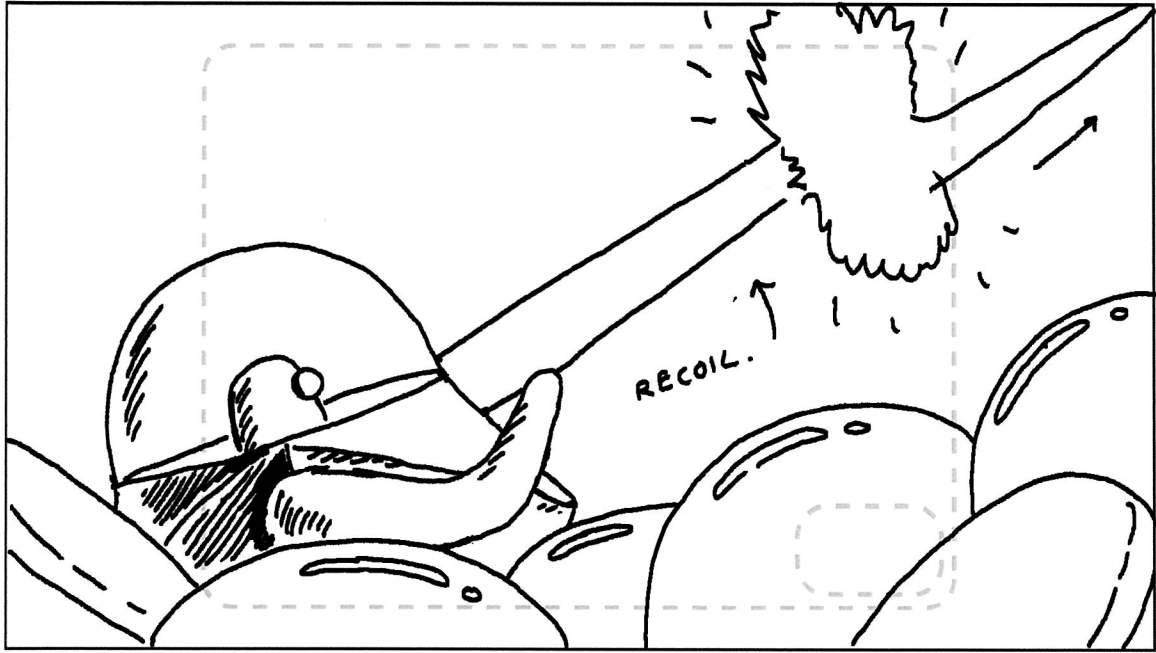
Dialog:	<p>CLIMBING SFX / WARM UP NOISE</p>
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

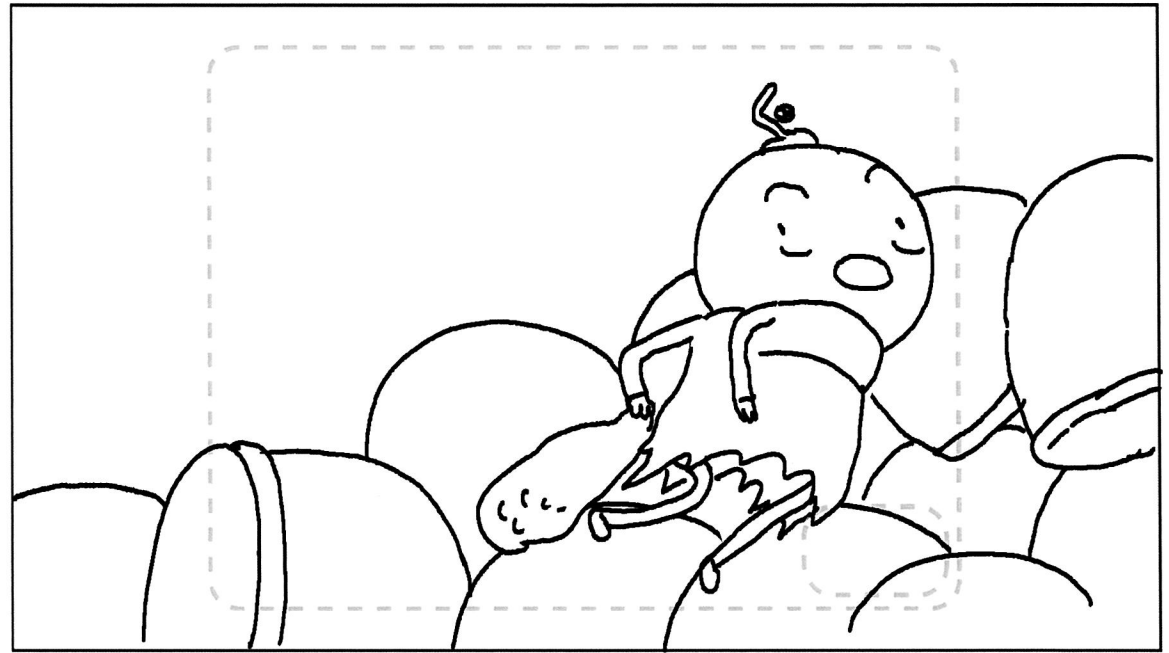
ADVENTURE TIME



Sc. 192 Pnl. C Bg. day night



Sc. 193 Pnl. A Bg. day night



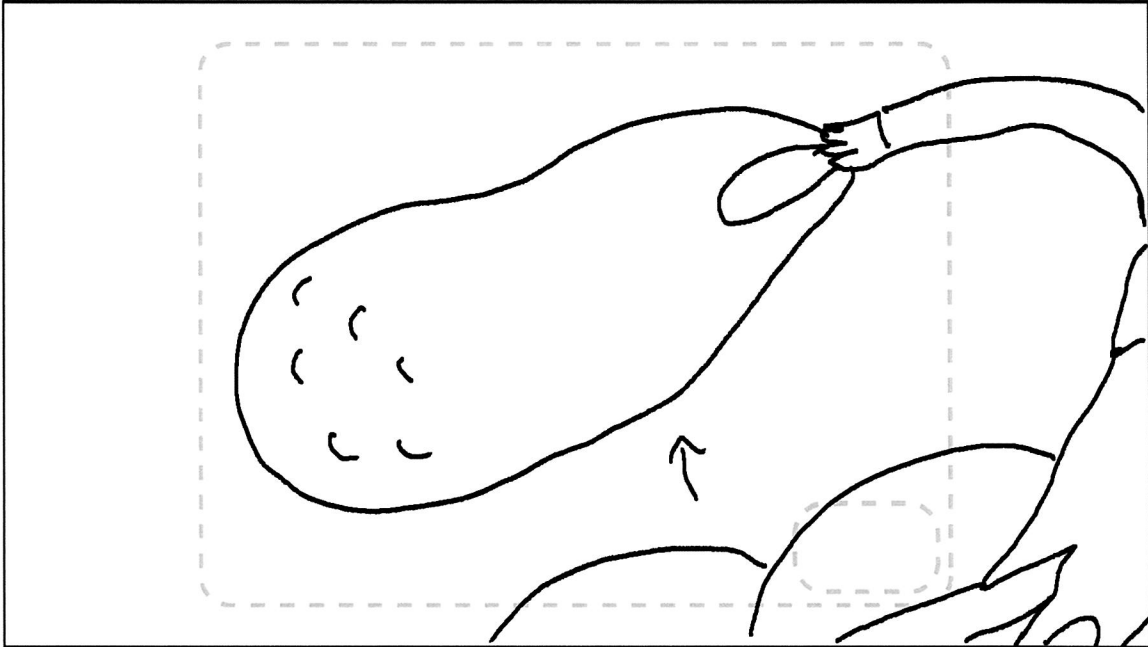
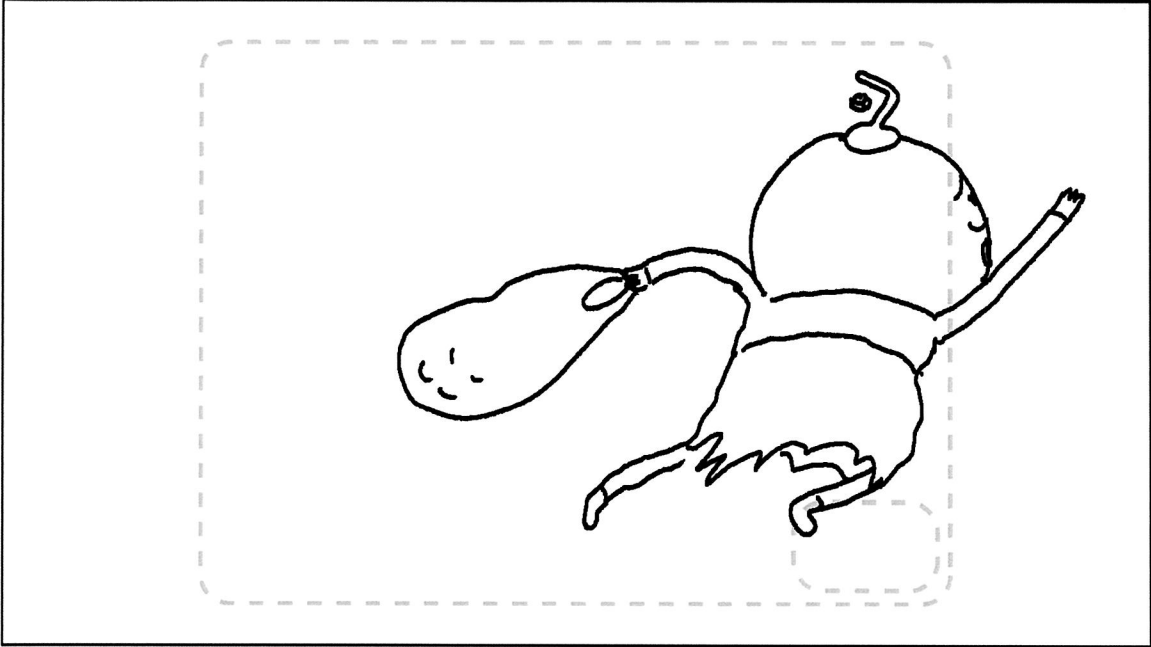
Dialog:
(SFX) ZAP
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 193 Pnl. B Bg. day night Sc. 194 Pnl. A Bg. day night



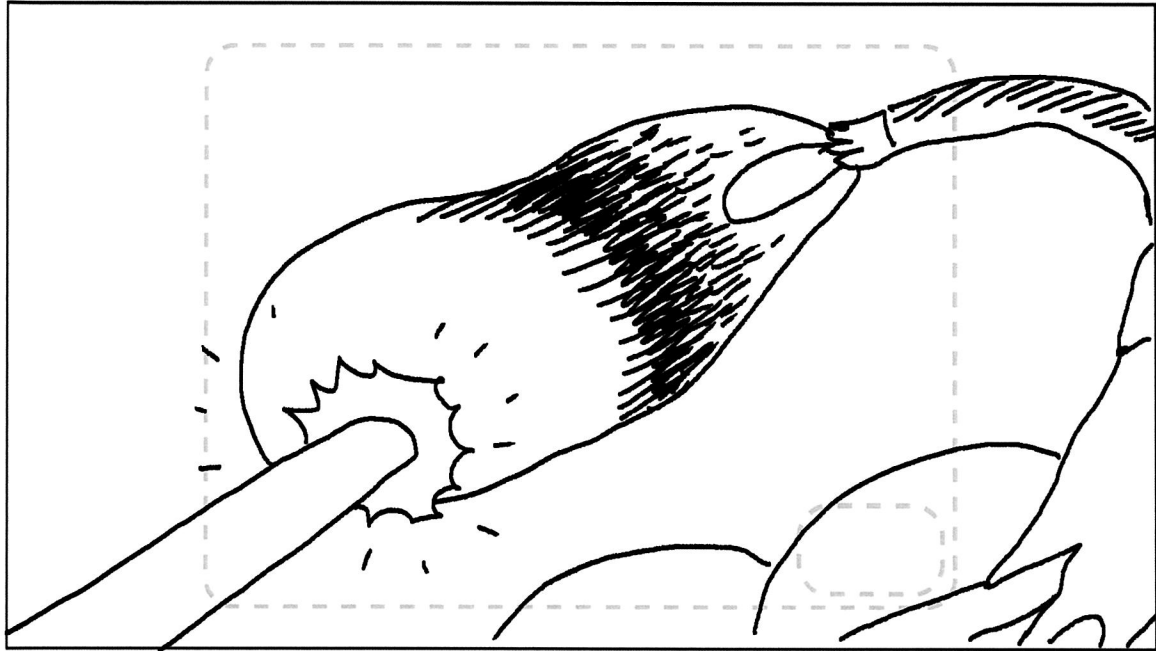
Dialog:
Q UH!
Action:
Timing:

EPISODE # 1025-195  
Production :

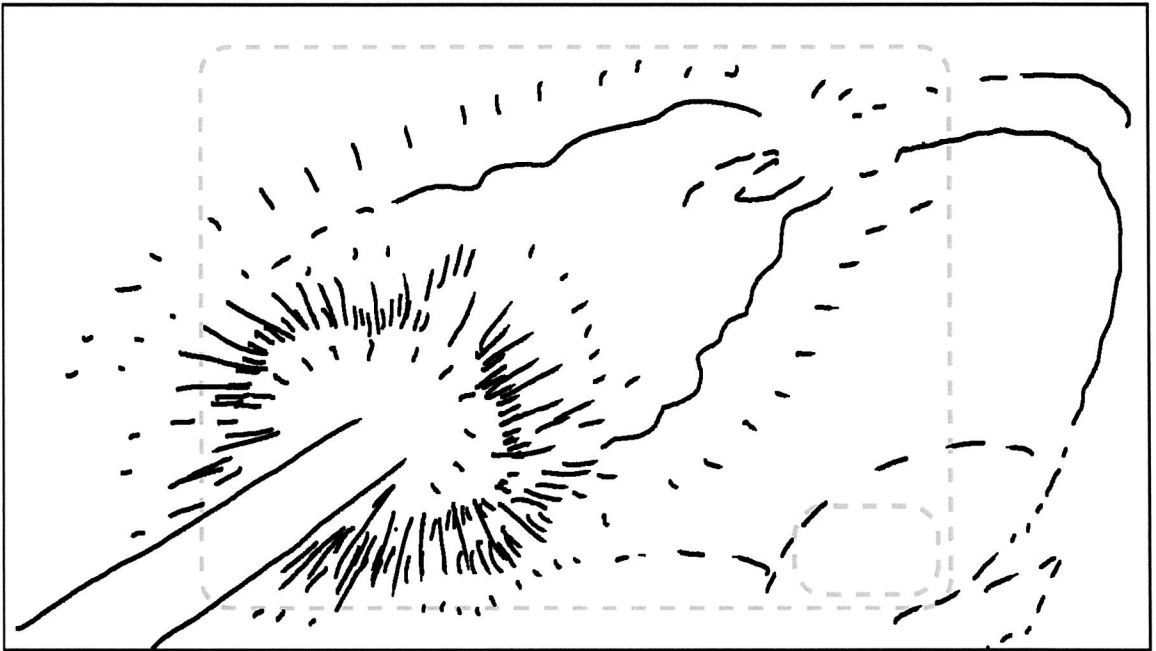
ADVENTURE TIME



Sc. 194 Pnl. b Bg. day night



Sc. 194 Pnl. c Bg. day night

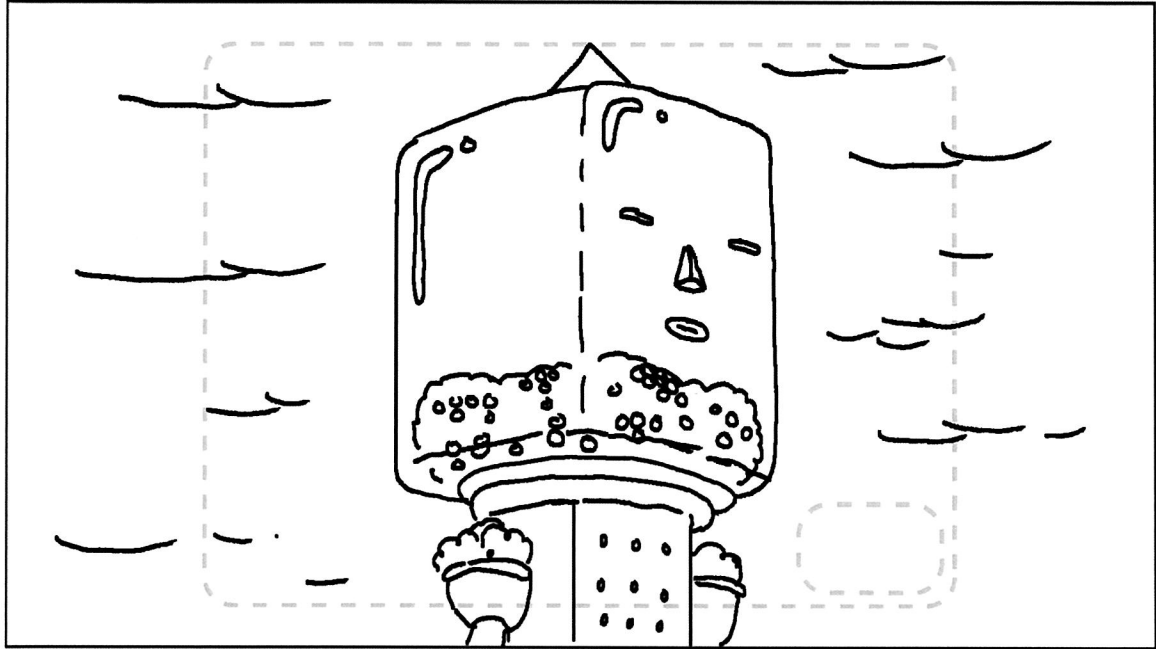


Dialog:  
© ON, GRAYBLES!  
Action:  
SFX : BLAST !!!!!  
Timing:

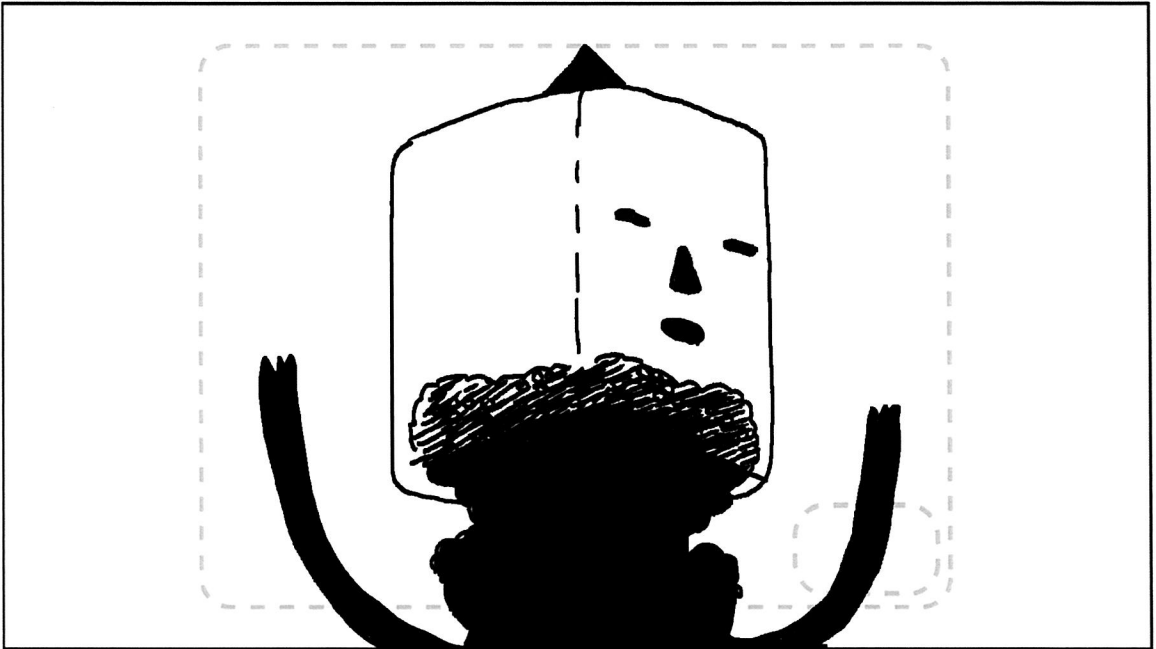
# ADVENTURE TIME



Sc. 199 Pnl. A Bg. day night



Sc. 199 Pnl. B Bg. day night



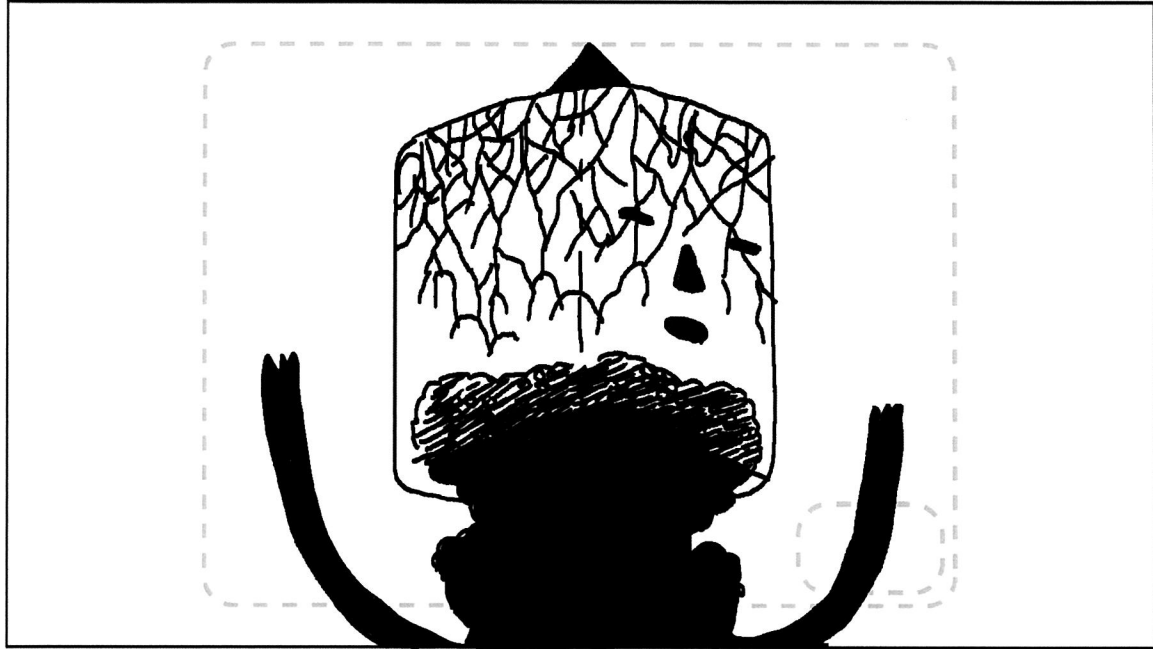
Dialog:
Action:
Timing:



# ADVENTURE TIME



Sc. 199 Pnl. L Bg. day night



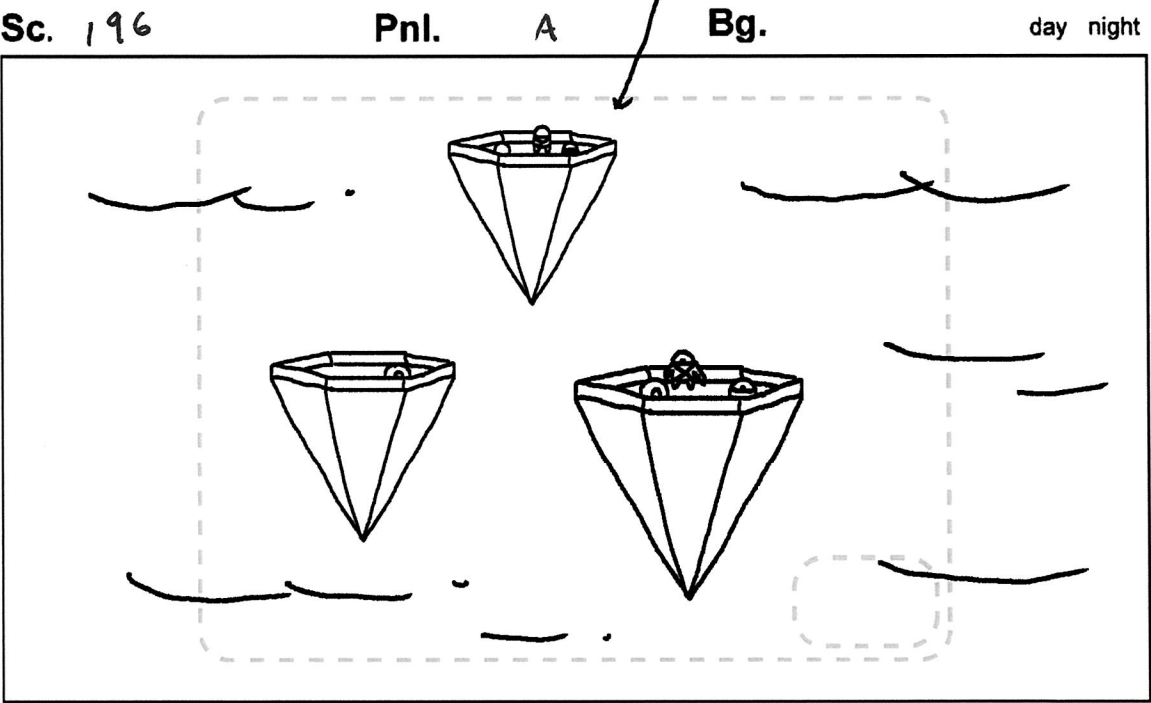
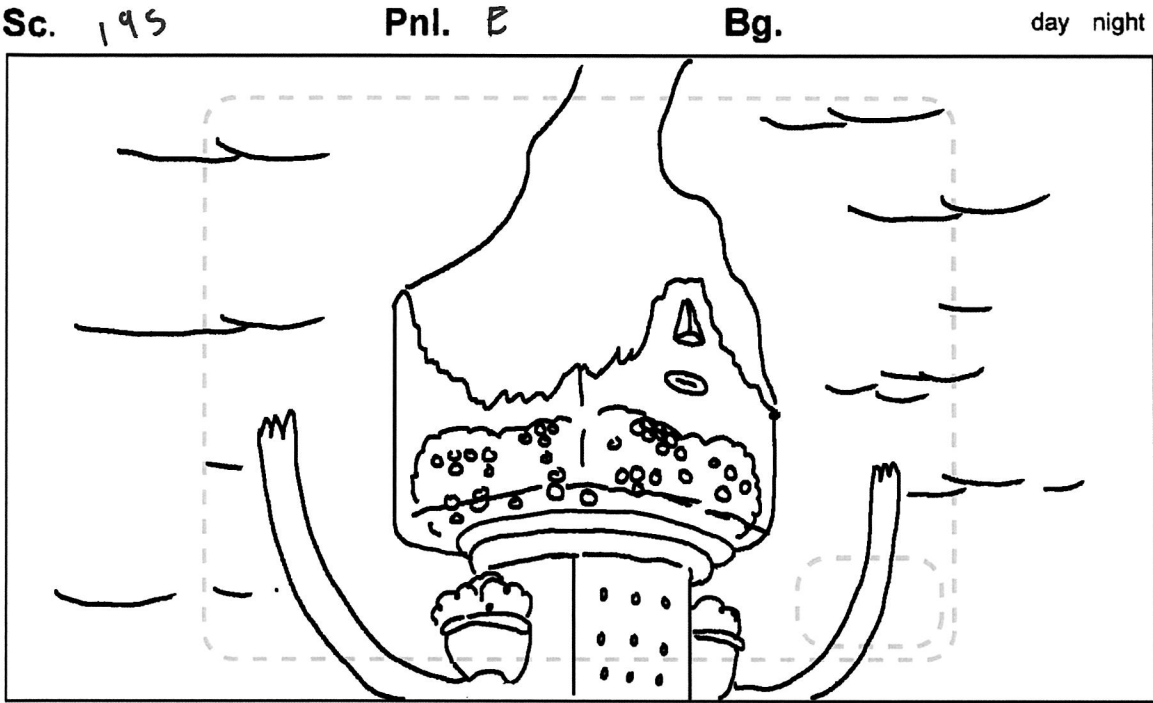
Sc. 199 Pnl. P Bg. day night



Dialog:
(SFX) CRAC!
Action:
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Dialog:
Action: THIS PANEL MAYBE SHOULD BE CHOPPED?
Timing:

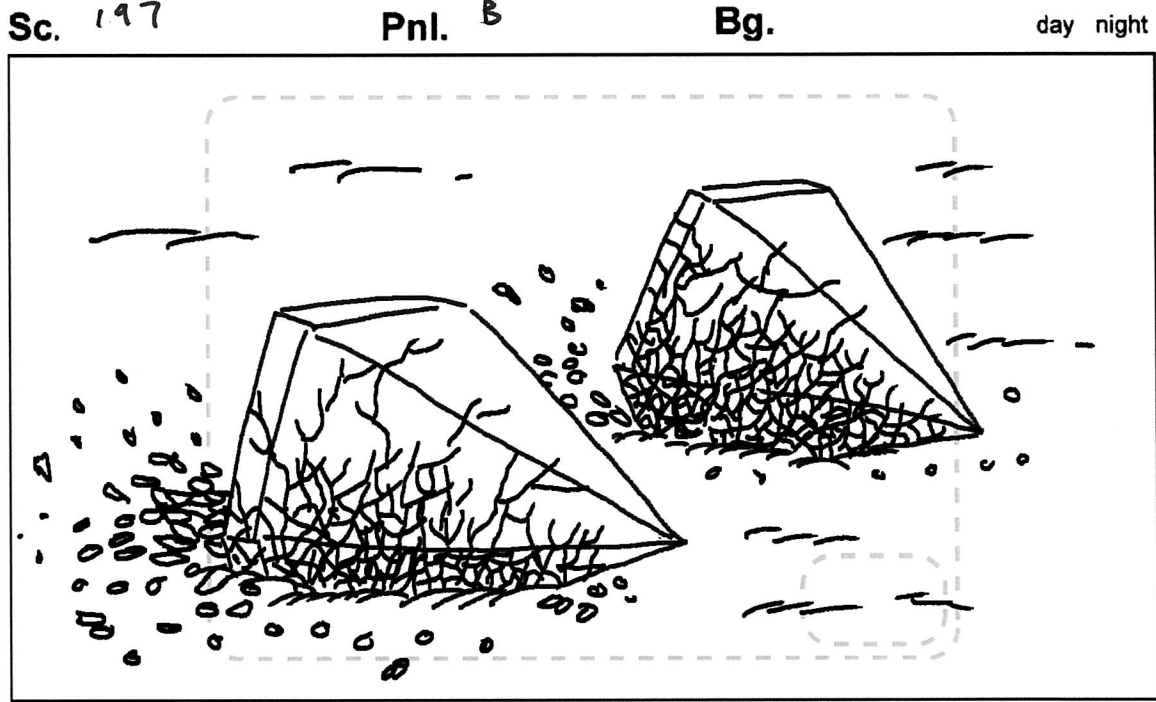
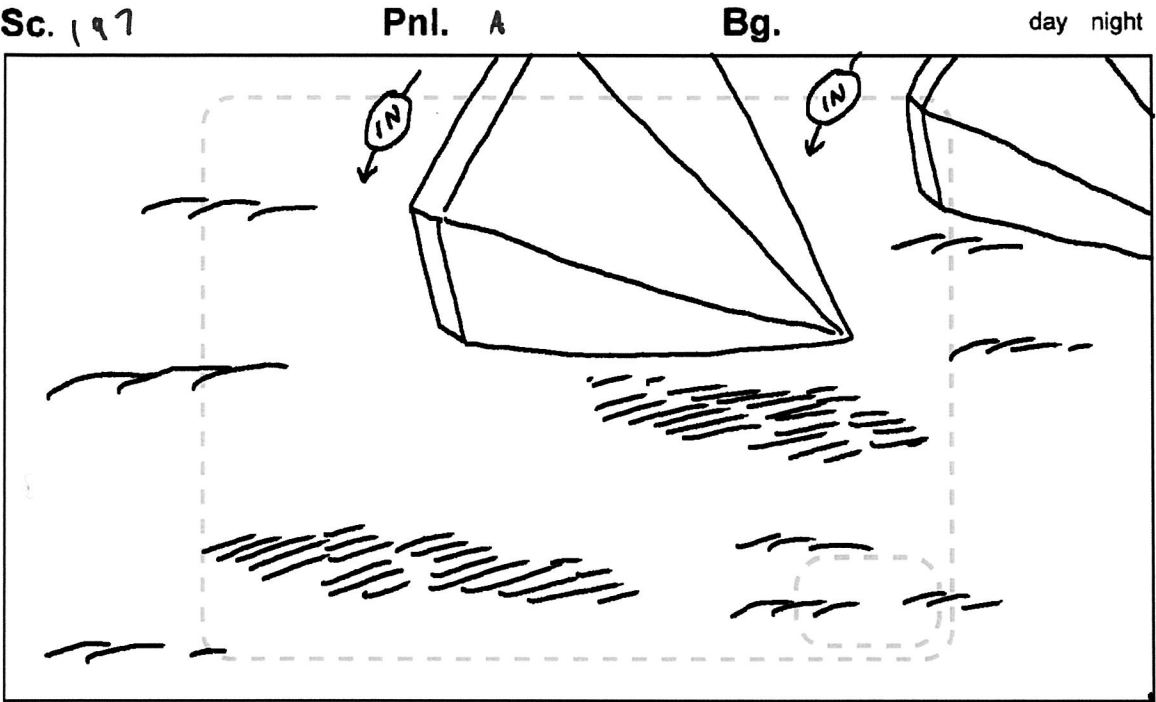
ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
196	4			
196	5			

Dialog:
<p>WHOM!</p>
Action:
<p>SHOCKWAVE</p> <p>GROOM'S SHIP ESCAPES</p>
Timing:

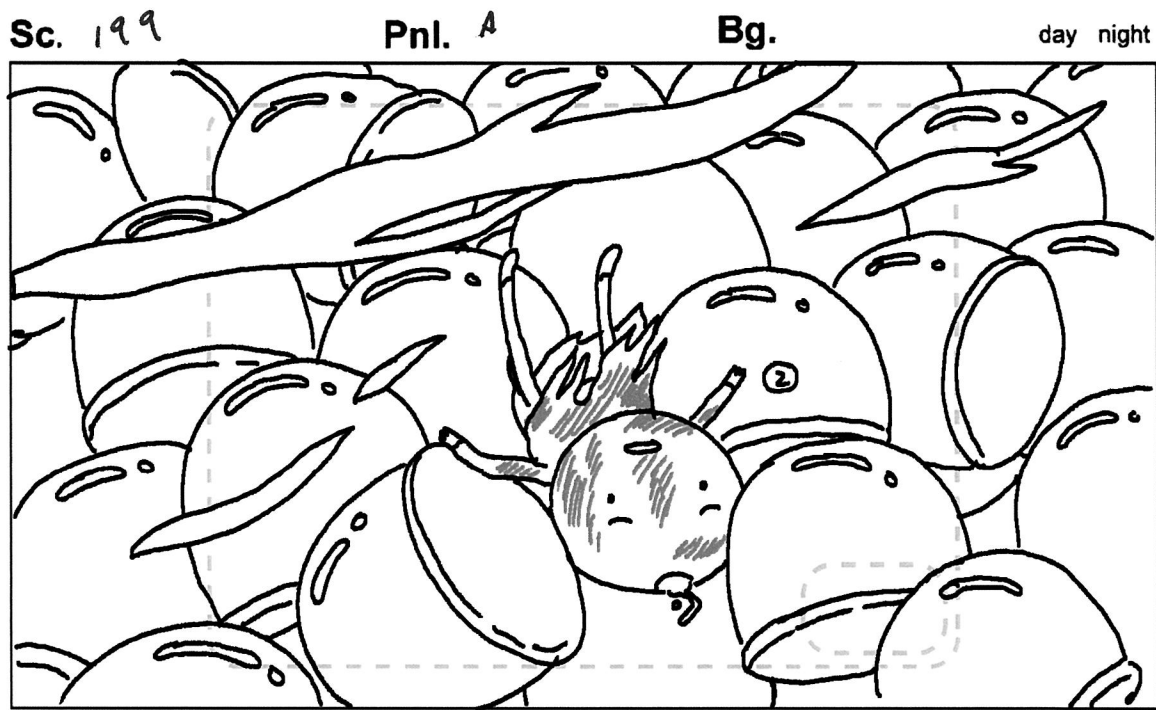
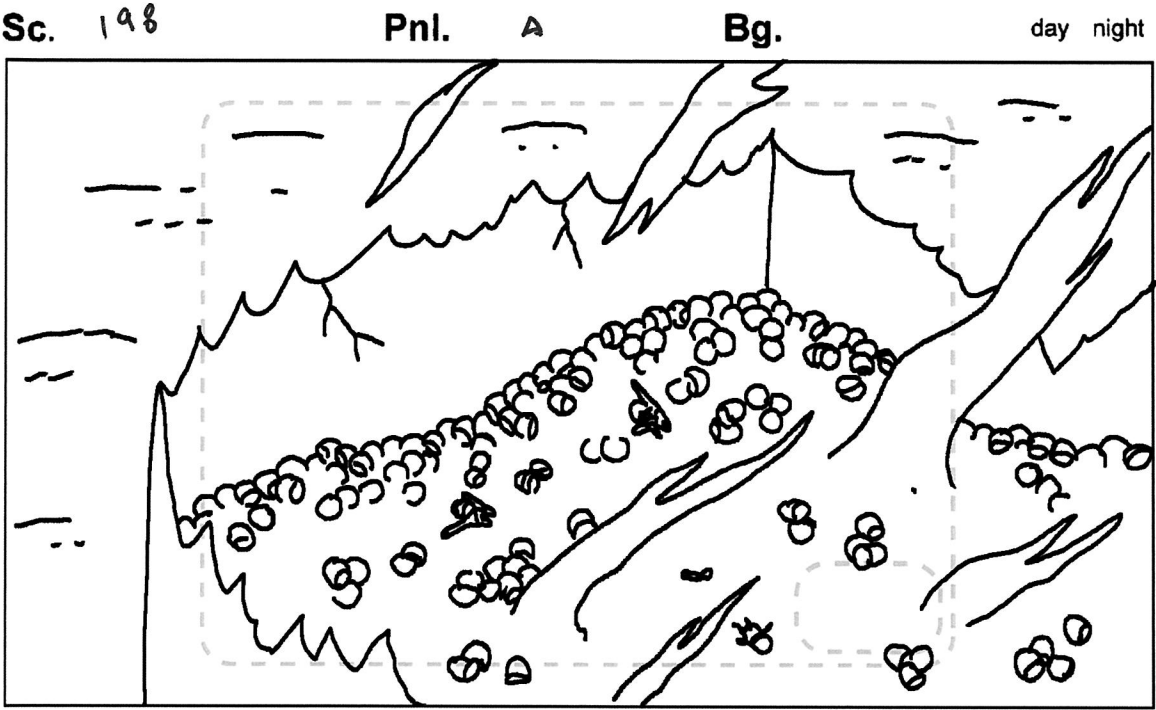
ADVENTURE TIME



Dialog:	SMASH SMASH
Action:	
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

①  
GROAN GHOSTS OF MY GRAYBLES

Action:

ALIENS

Timing:

GRAYBLE SACK

CUBER

1025-195

EPISODE #

Production :

ADVENTURE TIME

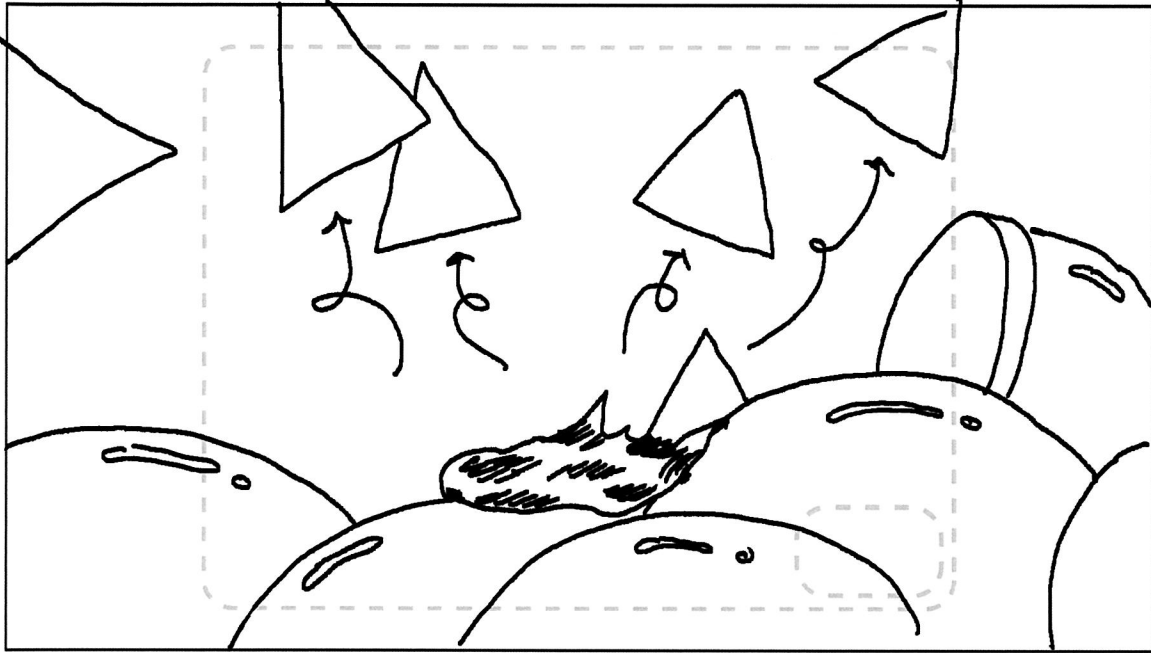


Sc. 206

Pnl. A

Bg.

day night

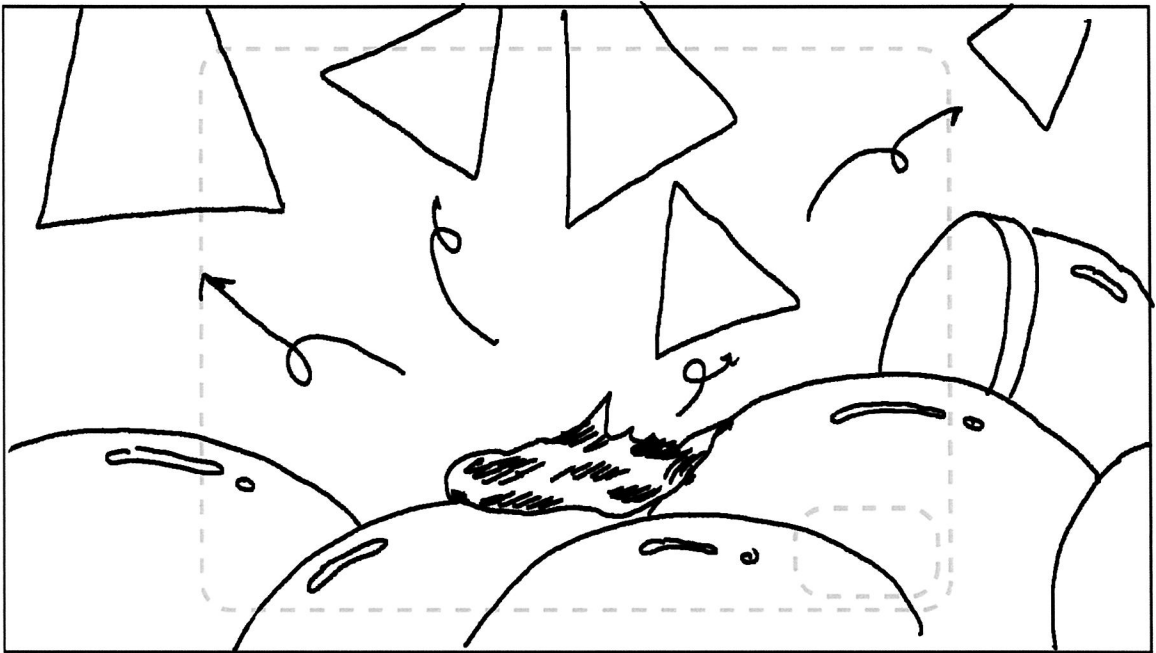


Sc. 206

Pnl. B

Bg.

day night

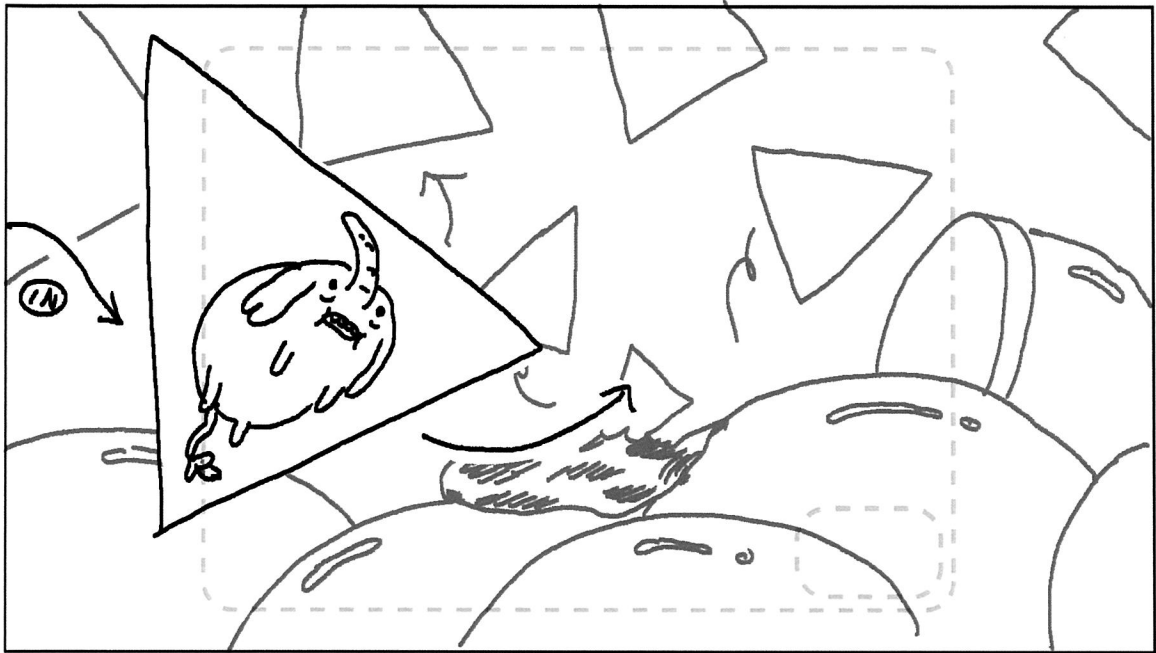


Dialog:
Action: COLOURED TRIANGLES DRIFTING, ROTATING OUT OF THE RUINED GRAYBLE SACK. GHOSTS OF GRAYBLES.
Timing:

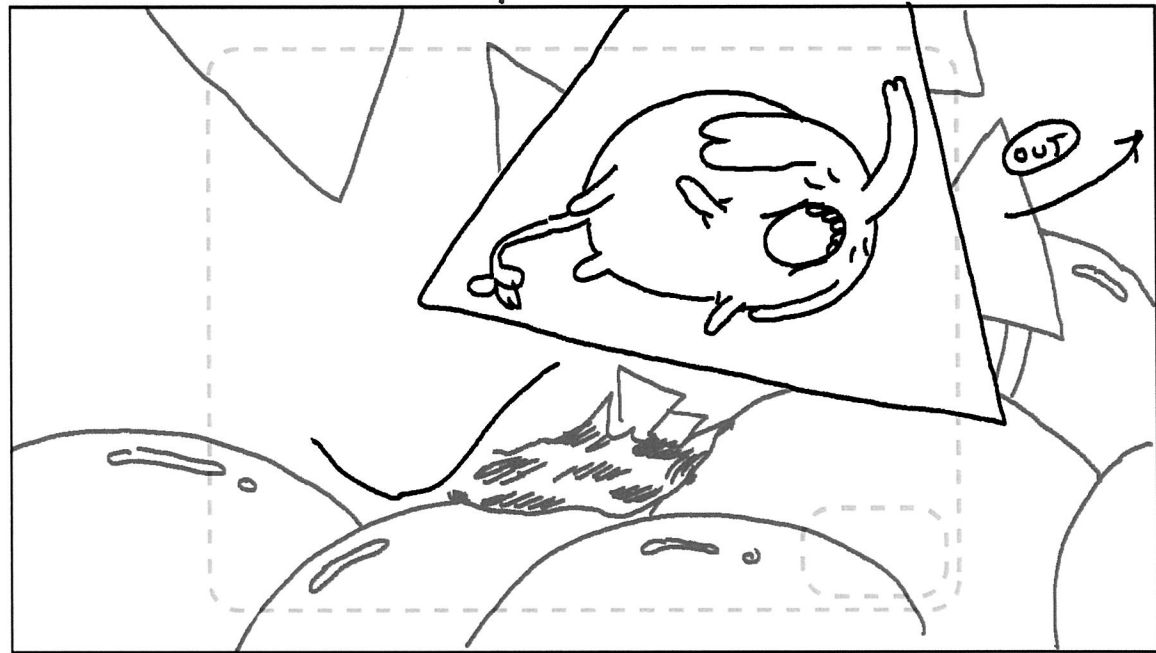
ADVENTURE TIME



Sc. 200 Pnl. 1 Bg. day night



Sc. 200 Pnl. 2 Bg. day night



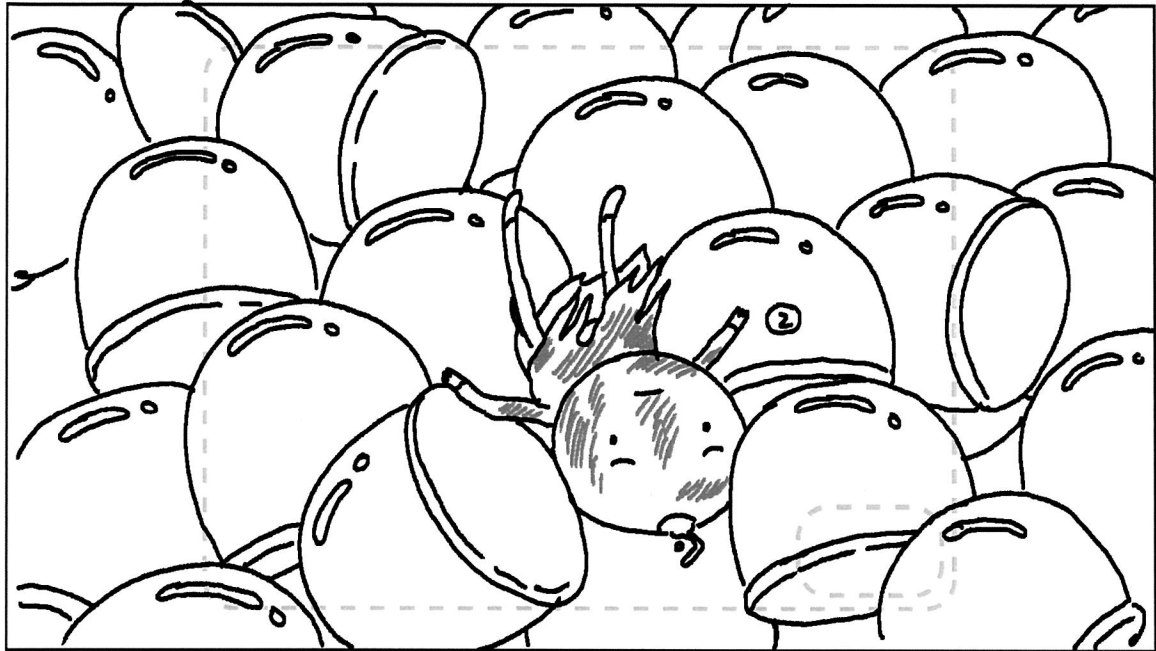
Dialog:  
JT WELL THAT'S WHAT I GET FOR  
EATING SO MUCH  
CLAA A A A Y.  
Action:  
LAZILY DRIFTING.  
Timing:

EPISODE # 1025-195  
Production :

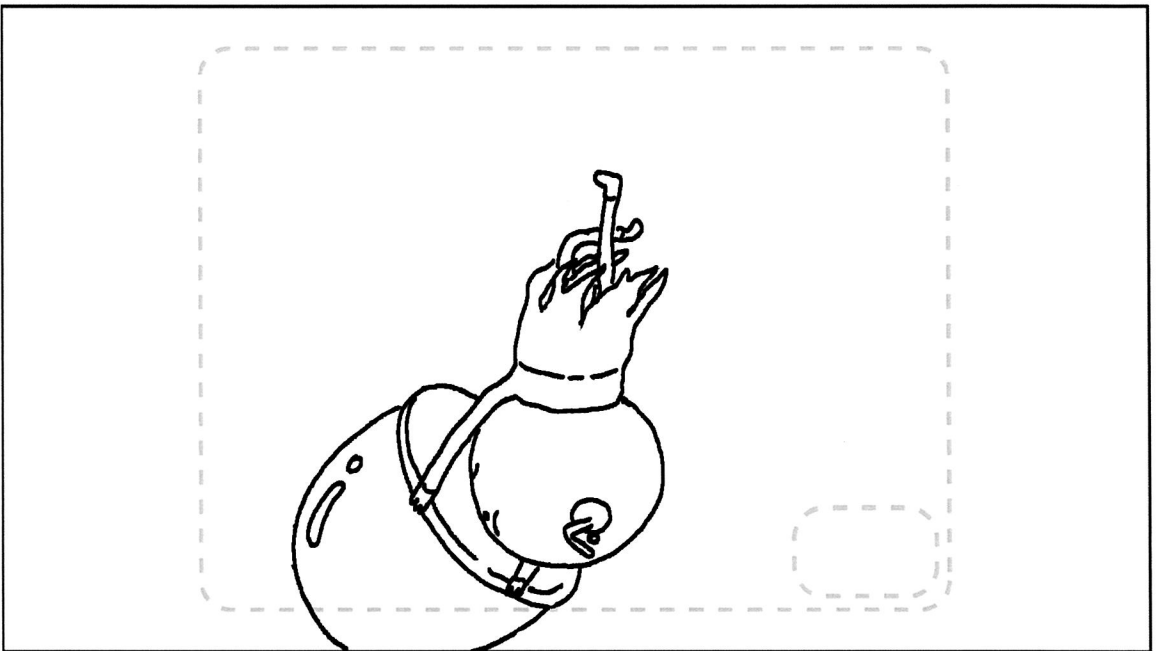
ADVENTURE TIME



Sc. 201 Pnl. A Bg. day night



Sc. 201 Pnl. B Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE # 1025-195

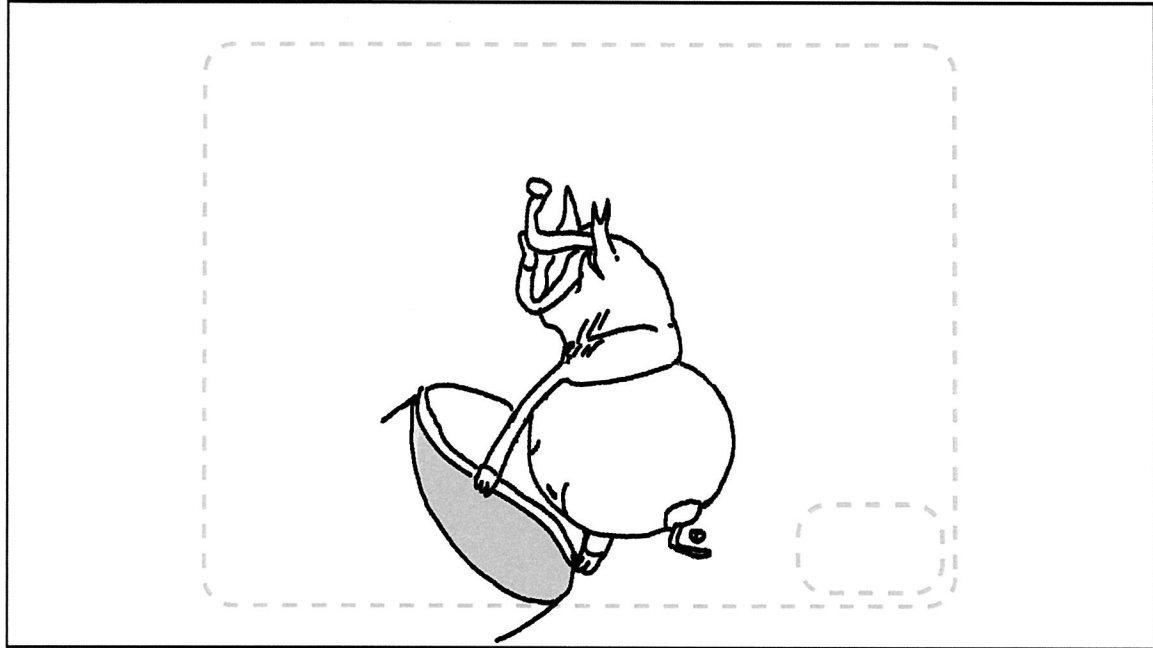


© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

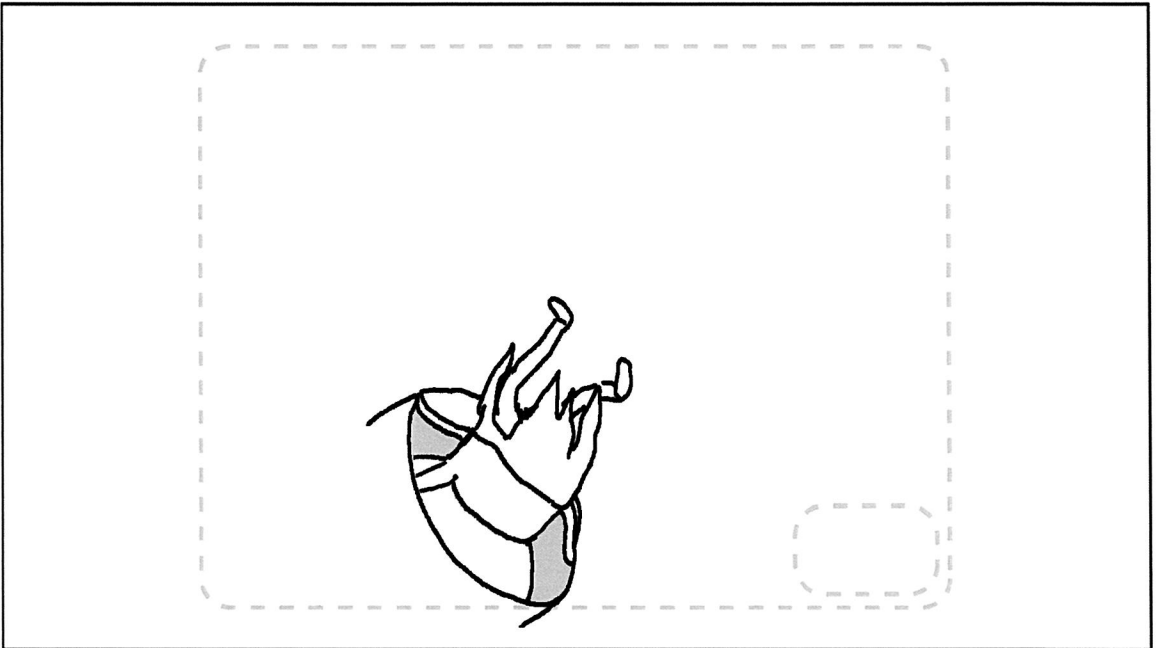
# ADVENTURE TIME



Sc. 201 Pnl. 6 Bg. day night



Sc. 201 Pnl. 7 Bg. day night



Dialog:
(SFX) : FART :
Action:
Timing:

EPISODE # 1025-195  
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 201	Pnl. E	Bg.	day night	Sc. 201	Pnl. F	Bg.	day night

Dialog:
Action:
Timing:

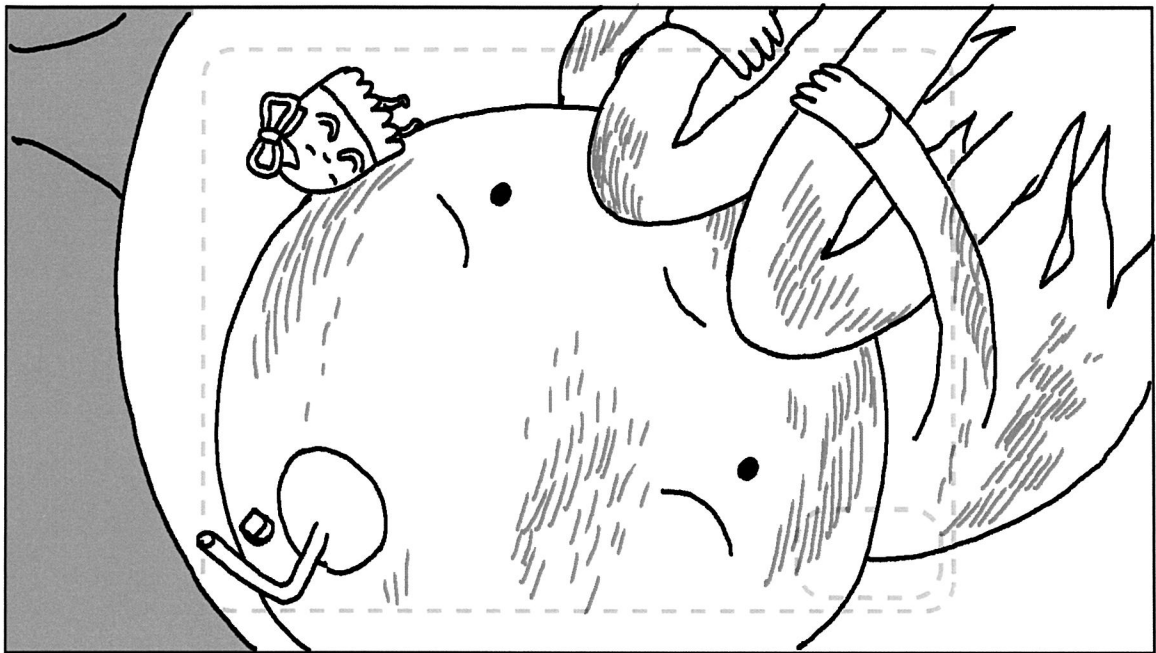
Production : 1025-vas EPISODE #

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

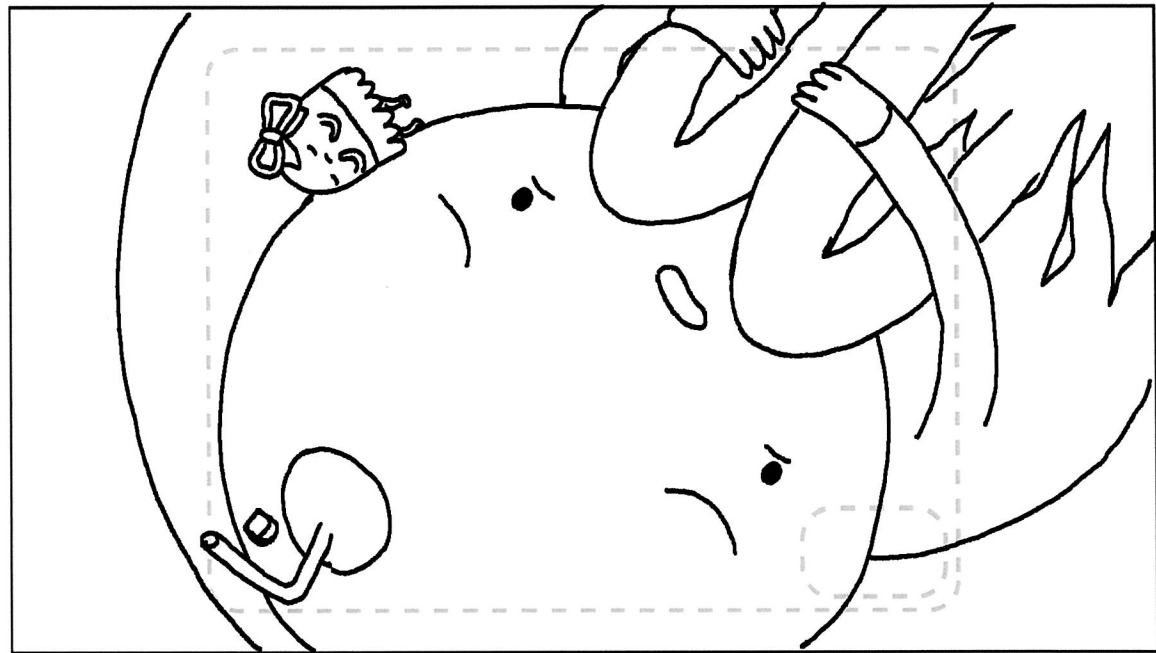
# ADVENTURE TIME



Sc. 202 Pnl. A Bg. day night



Sc. 202 Pnl. B Bg. day night



Dialog:

© I HAVE  
NO GRAYBLES ... NO HOPE.

Action:

LIT WITH THE COLOUR OF  
WHATEVER COLOUR THE BALL - PLASTIC IS.

Timing:

A + B BLUE  
G.D. LASS.  
SNOOZING  
SOFTLY.

1025-195

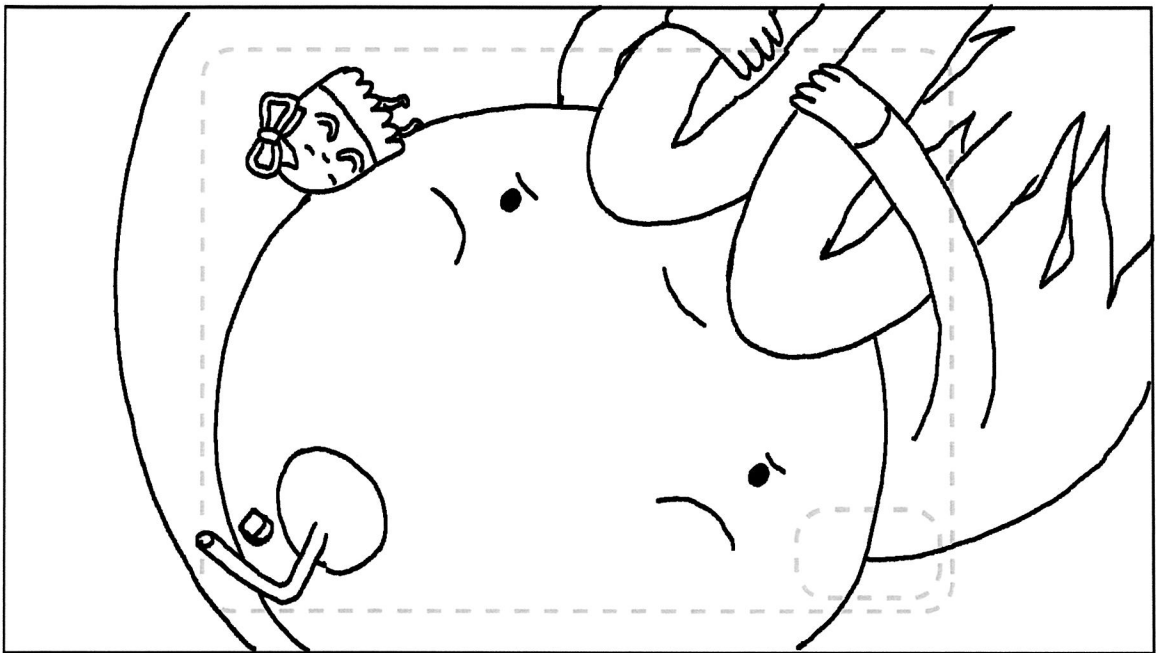
EPISODE #

Production :

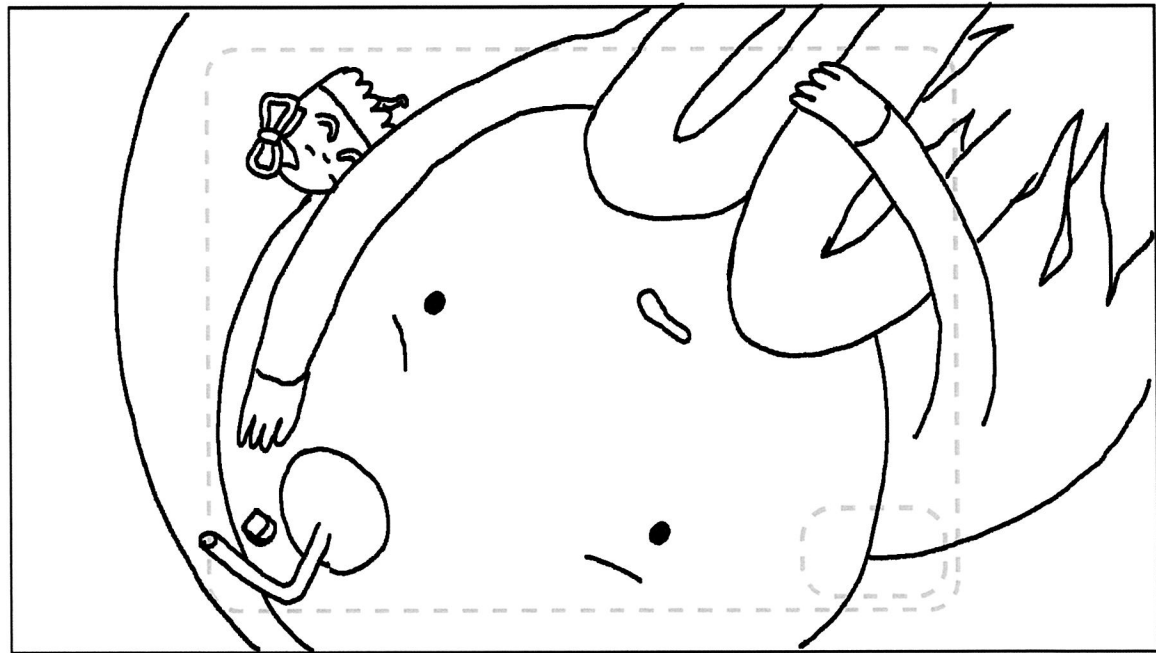
ADVENTURE TIME



Sc. 202 Pnl. C Bg. day night



Sc. 202 Pnl. D Bg. day night



Dialog:
© WELL , <u>ONE</u> CRAYBLE LEFT.
Action:
Timing:

# ADVENTURE TIME

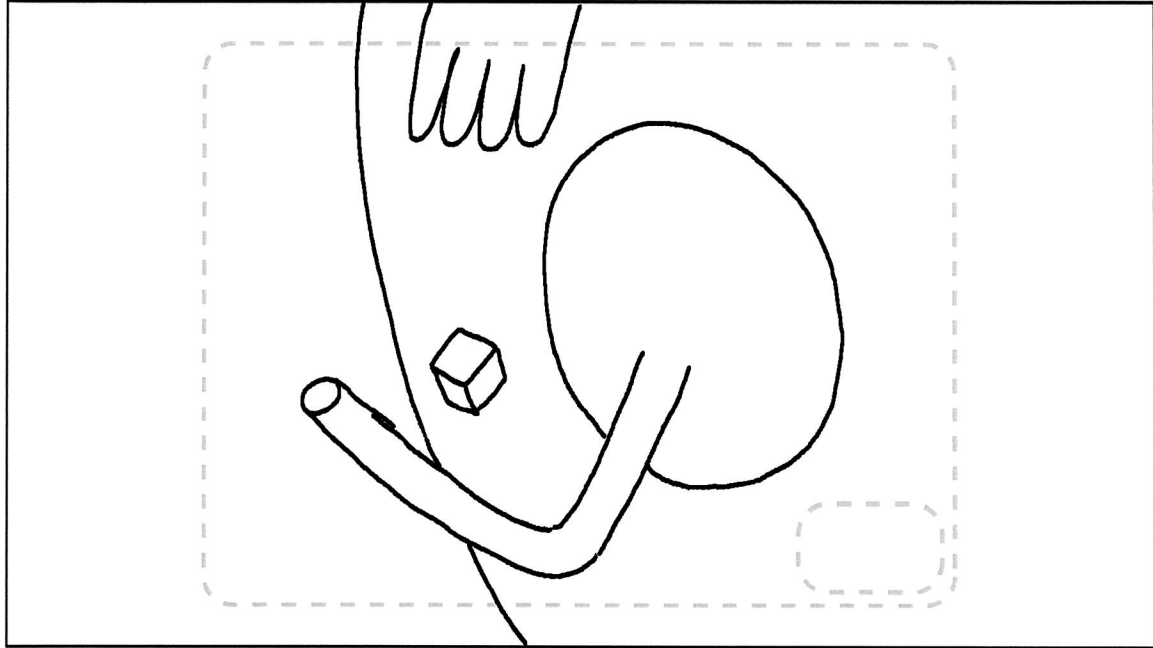


Sc. 202

Pnl. A

Bg.

day night

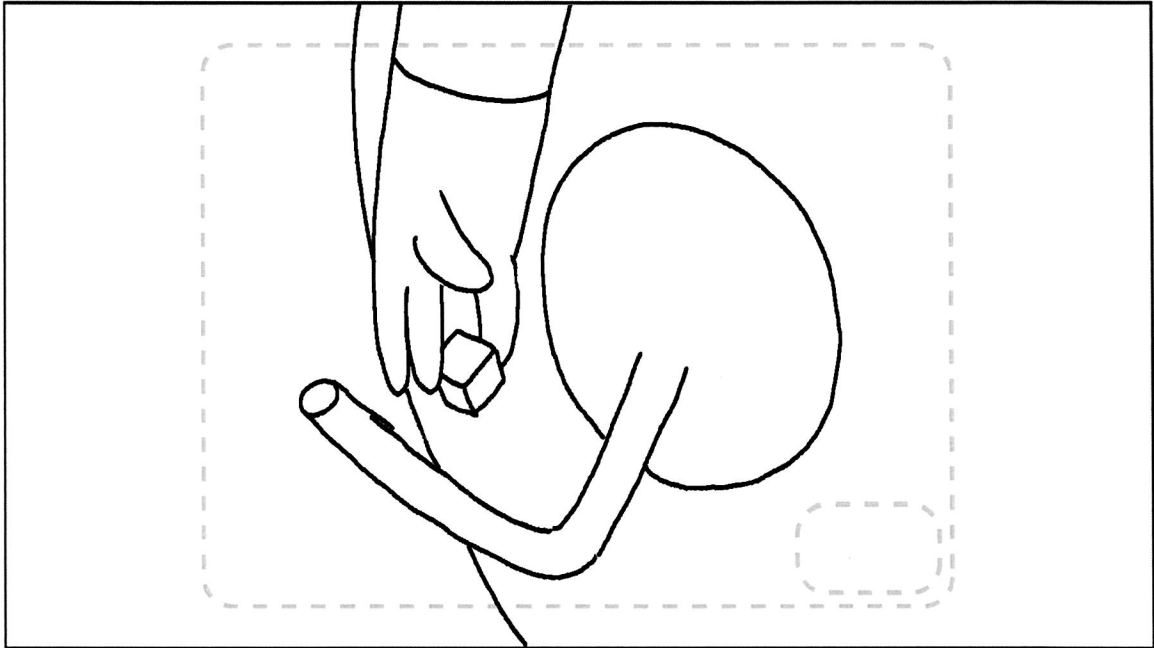


Sc. 203

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

# ADVENTURE TIME

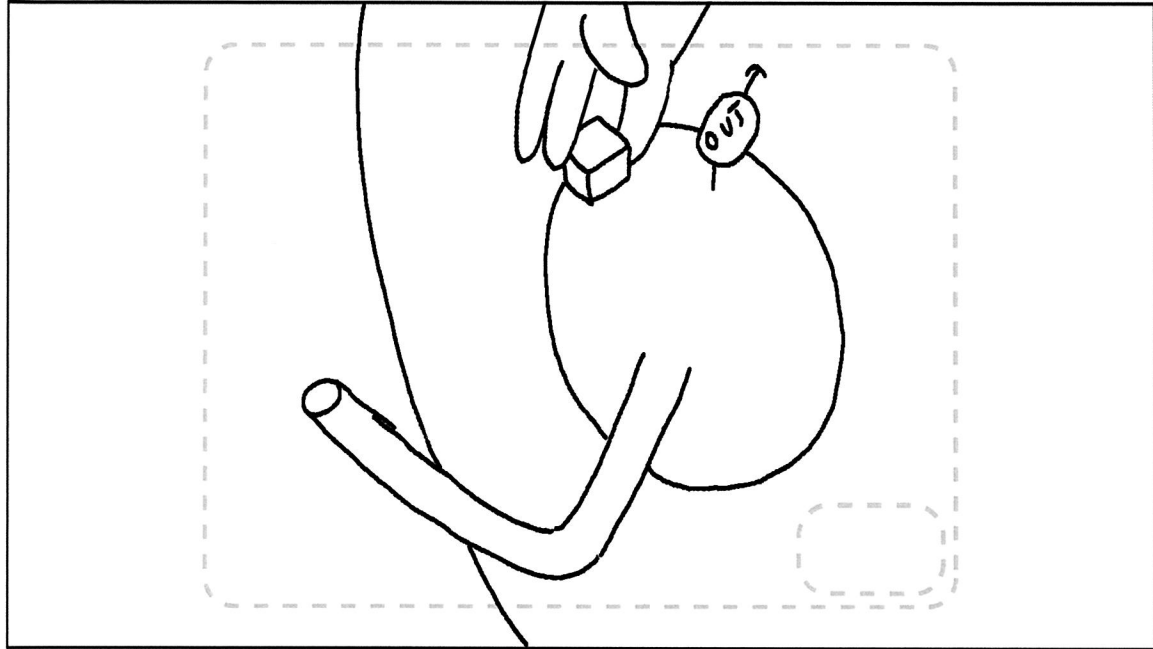


Sc. 203

Pnl. C

Bg.

day night

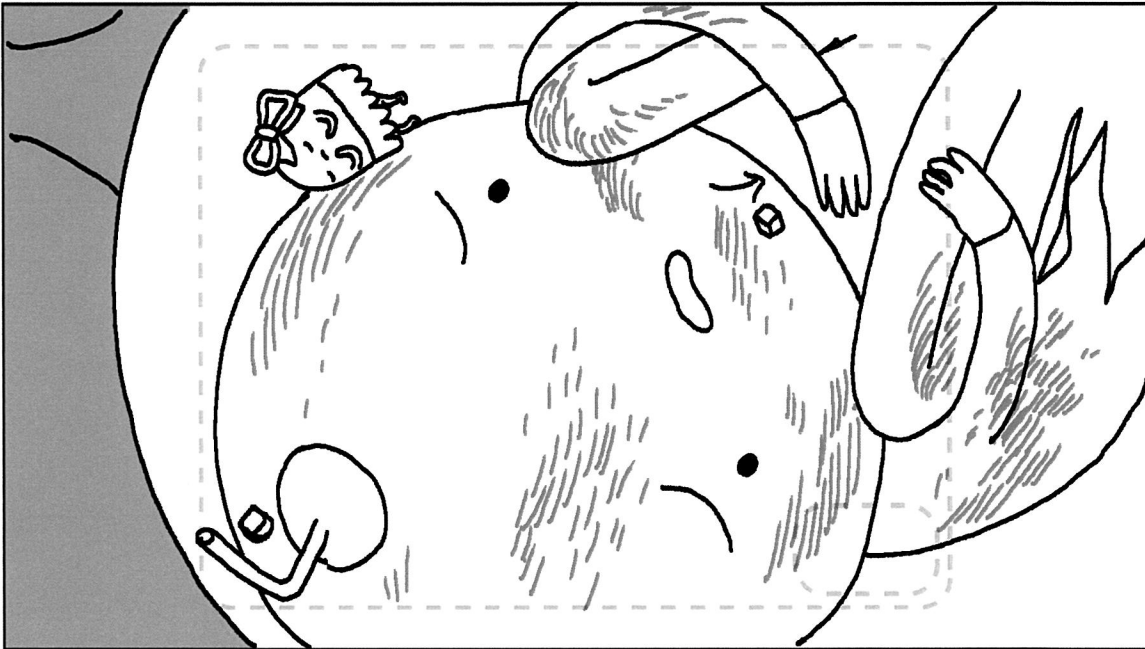


Sc. 204

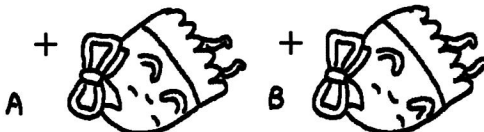
Pnl. A

Bg.

day night



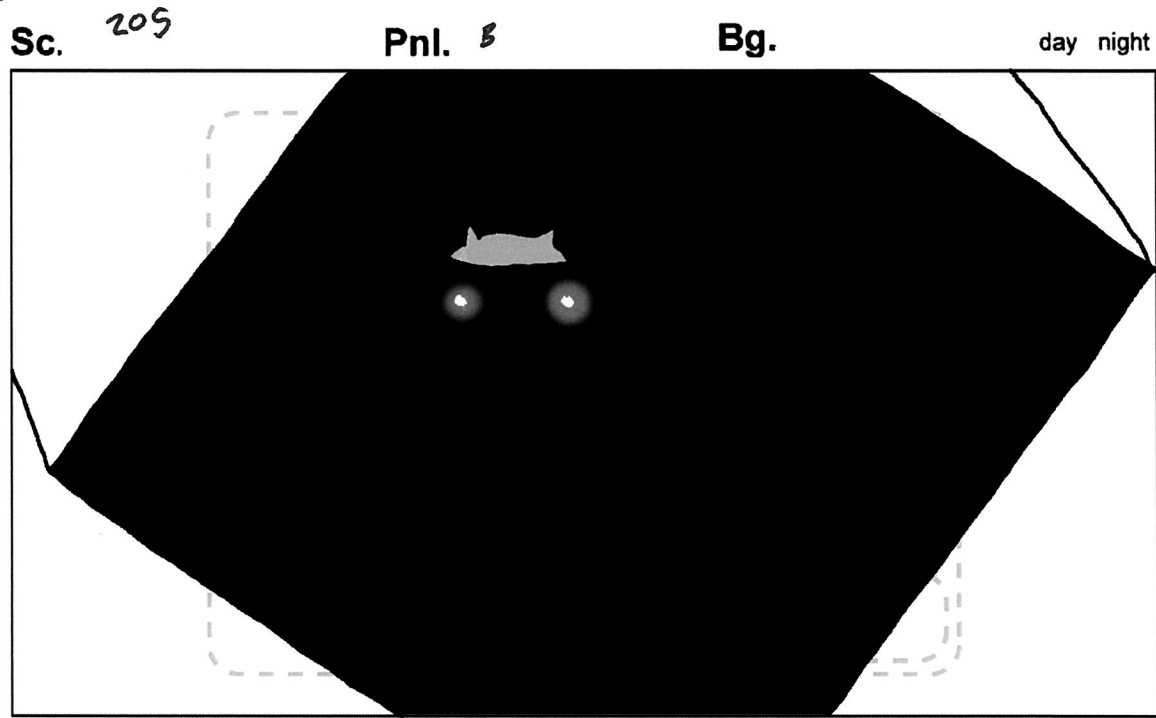
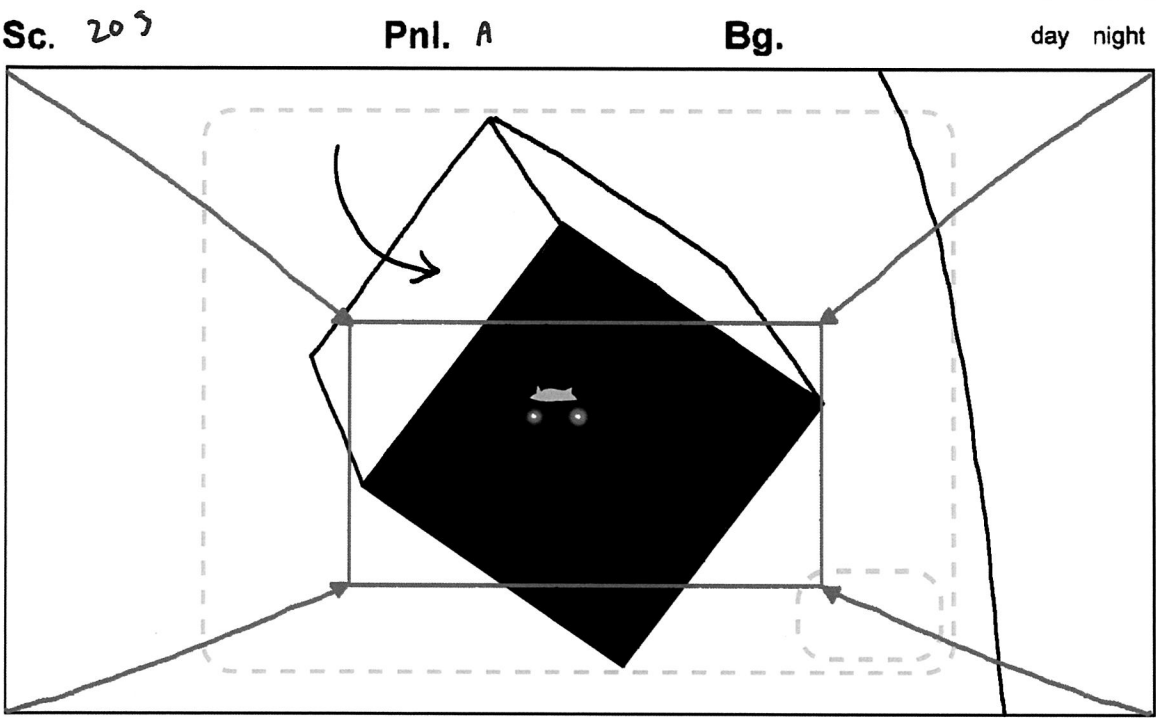
Dialog:
Action:
Timing:



BLUE  
G.D. LASS.  
SNOOZING  
SOFTLY.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
Action: <p>CUBE ROTATES AROUND.</p>
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



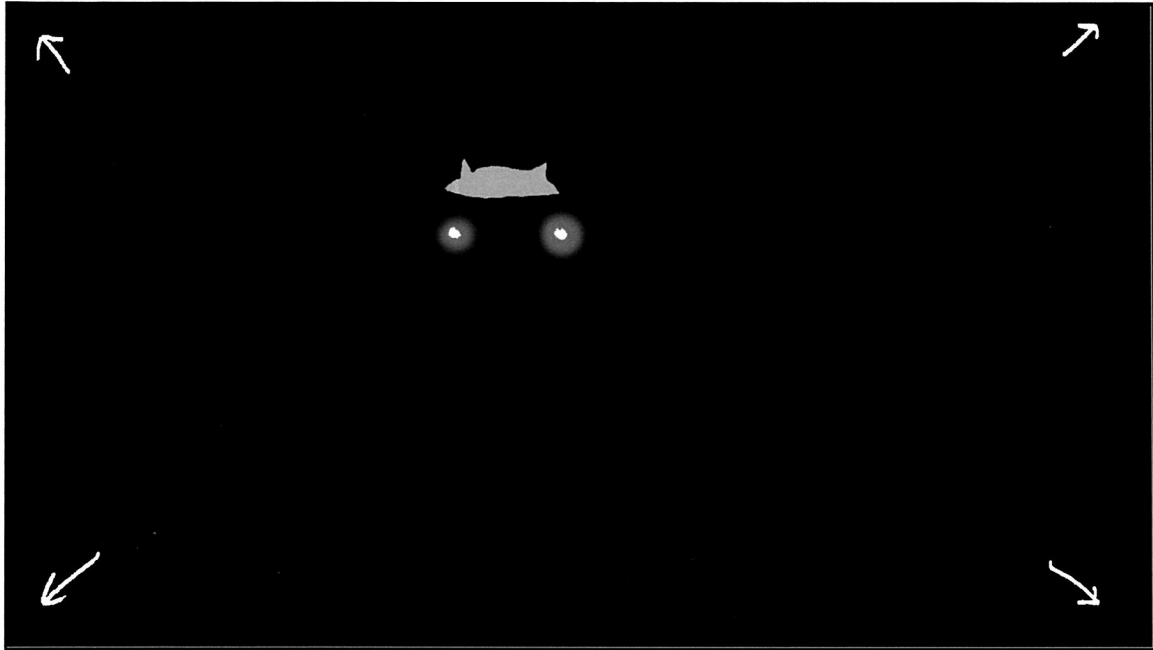
Sc. 206

Pnl.

A

Bg.

day night



Sc.

206

Pnl.

B

Bg.

day night



Dialog:

GRR R R R R R R R R

Action:

Timing:

EPISODE # 1025-145  
Production :



ADVENTURE TIME



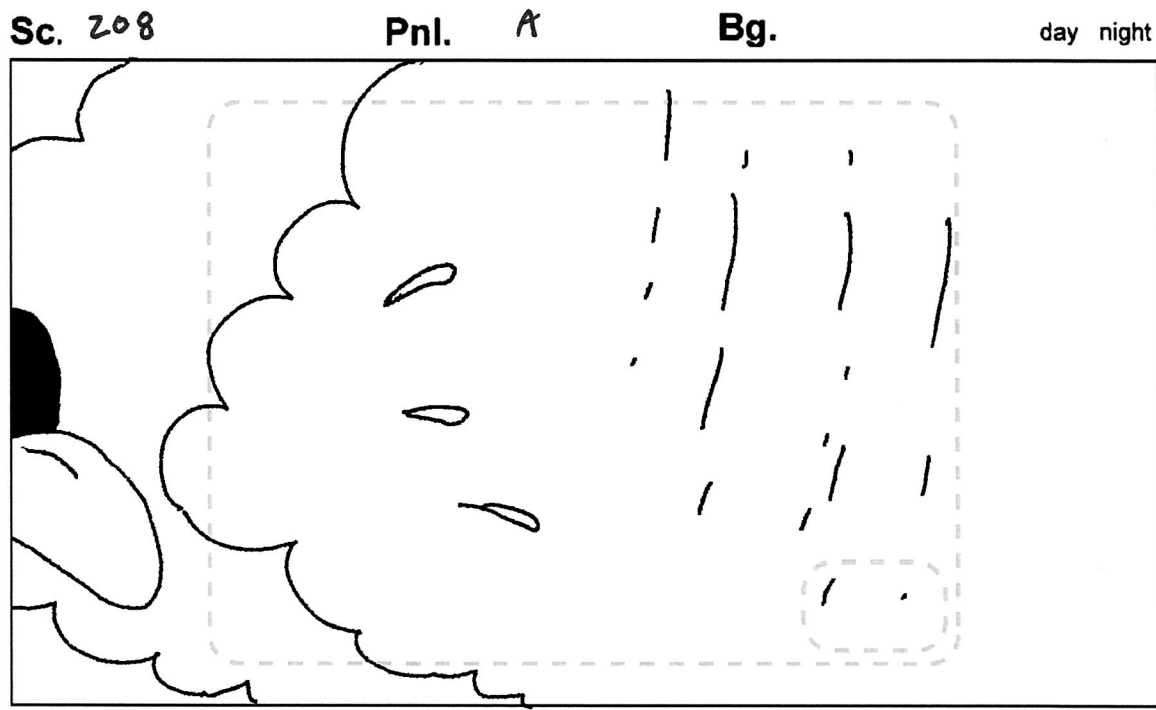
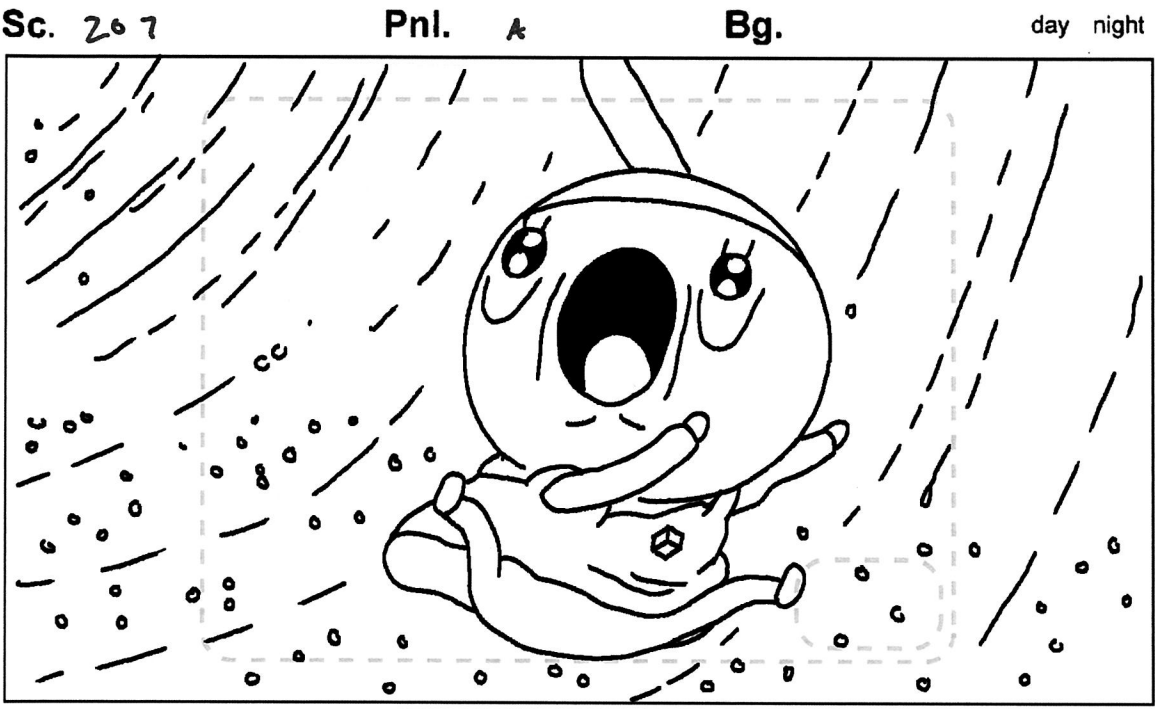
Sc. 206 Pnl. c Bg. day night

Sc. 206 Pnl. d Bg. day night

Dialog:	RUFF!
Action:	
Timing:	

EPISODE # 1025-19S  
Production :

ADVENTURE TIME



Dialog:

A.C. | A A A A A ...

BARK!

Action:

Timing:

EPISODE # 1025-195

Production :

ADVENTURE TIME

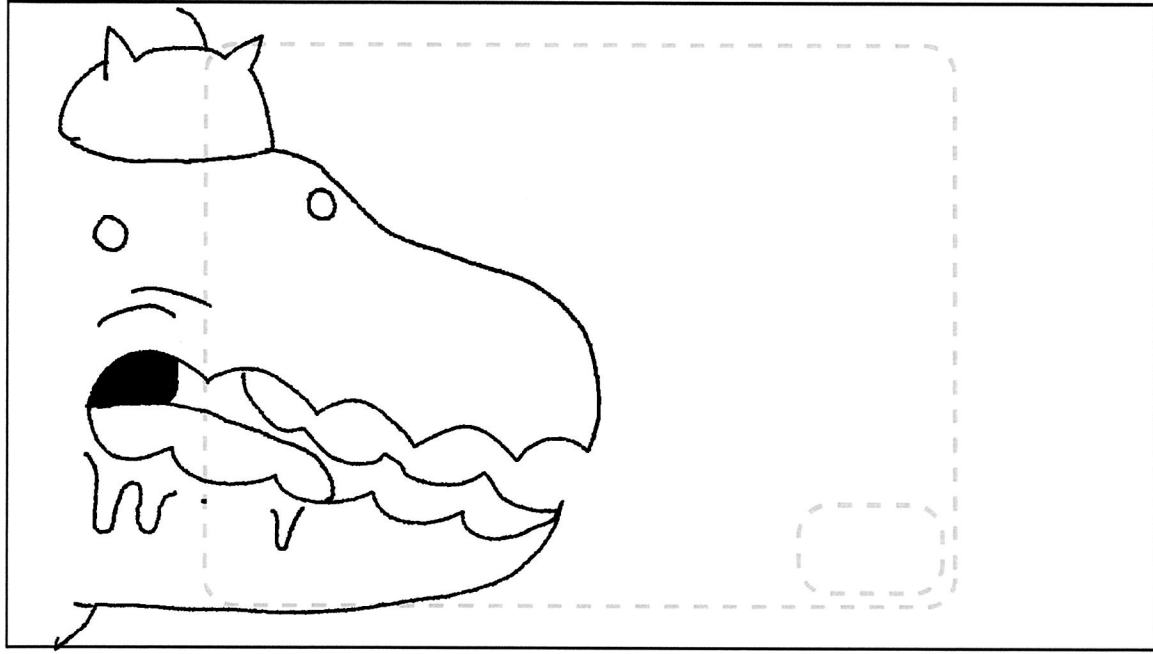


Sc. 208

Pnl. 3

Bg.

day night

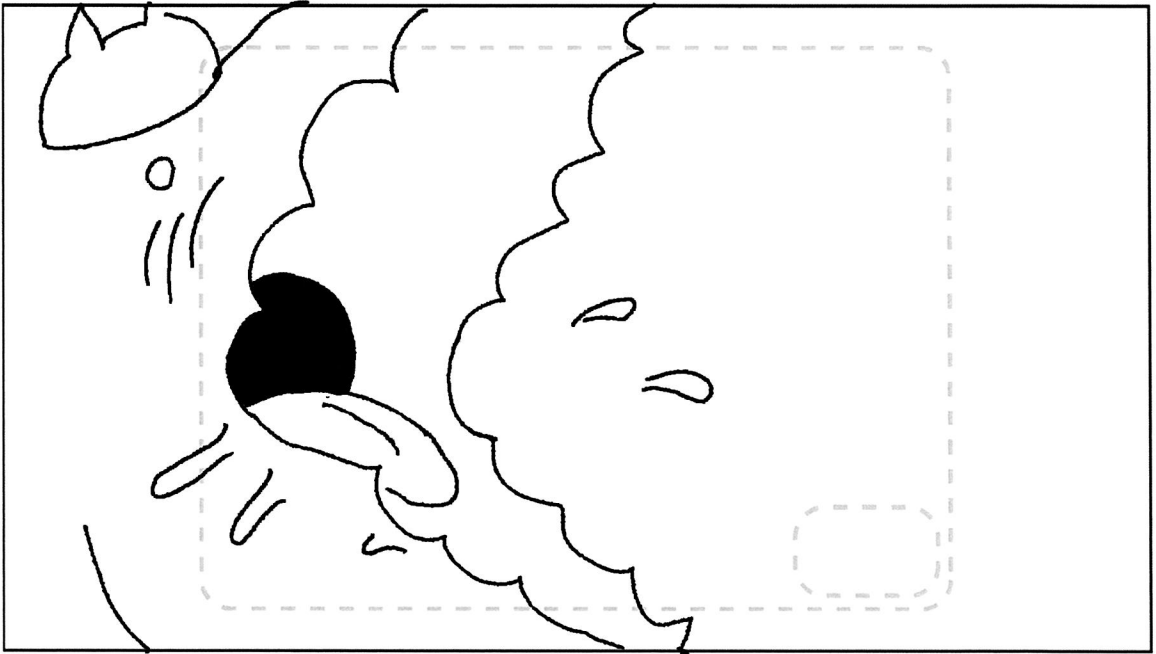


Sc. 208

Pnl. 4

Bg.

day night



Dialog:	== BARK! ==
Action:	
Timing:	

ADVENTURE TIME



Sc. 208 Pnl. 0 Bg. day night

Sc. 208 Pnl. 1 Bg. day night

Dialog:

DOG  
SURPRISE NOISE

Action:

Timing:

EPISODE # 1025-195 Production :

ADVENTURE TIME

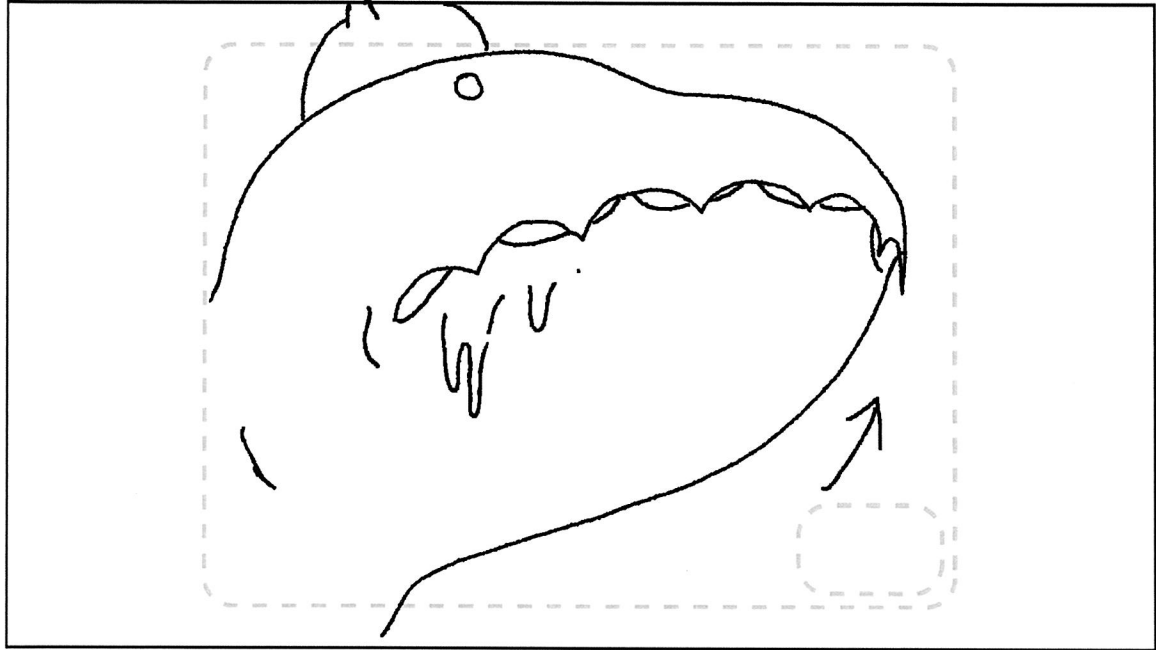


Sc. 208

Pnl. 4

Bg.

day night



Sc. 209

Pnl. 4

Bg.

day night



Dialog:
Action: <div>LOOKS UP.</div> <div>S. P.</div>
Timing:

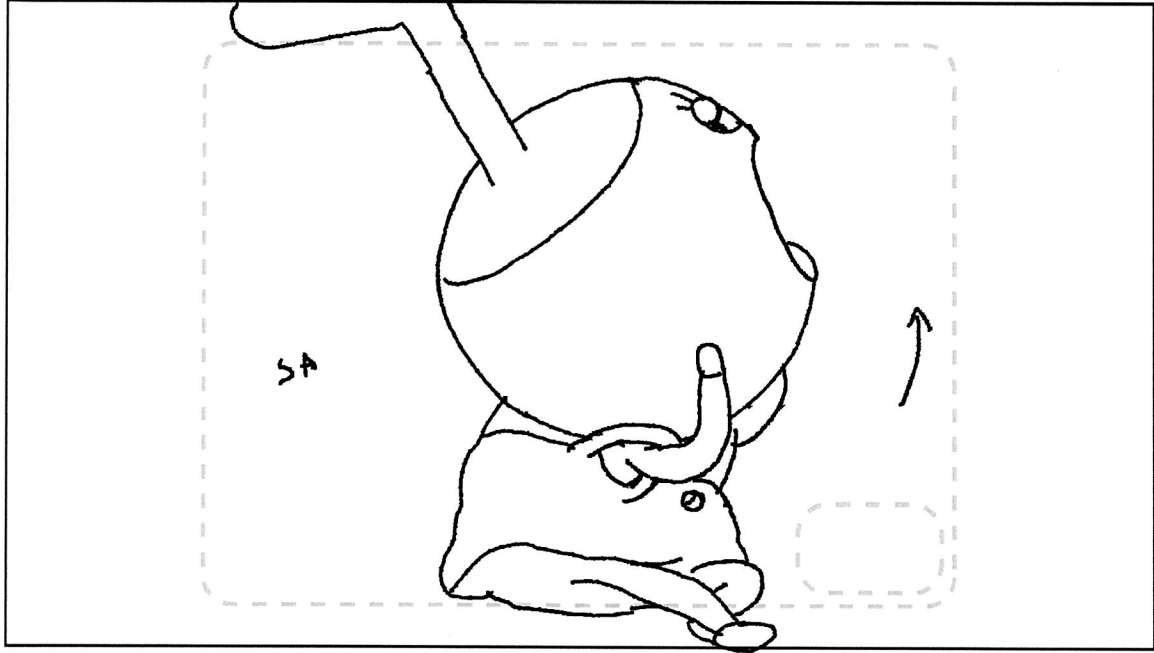
ADVENTURE TIME



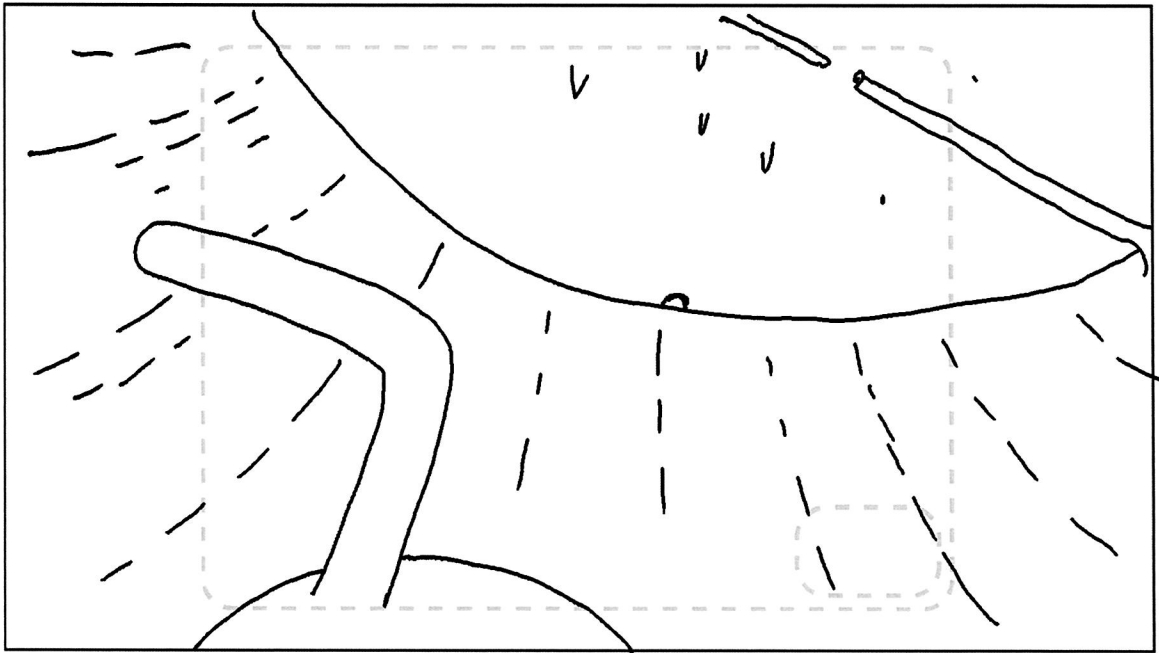
210

Page 302

Sc. 209 Pnl. 3 Bg. day night



Sc. ~~209~~ 210 Pnl. A Bg. day night



Dialog:
Q = GASP! = TUBER!
Action:
Timing:

EPISODE # 1025-195  
Production :

© 2005 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 211

Pnl. A

Bg.

day night

Sc. 211

Pnl. B

Bg.

day night

Dialog:
<div>Ⓣ / HERE CUBER, USE THIS!</div> <div>Ⓣ / UH!</div>
Action:
Timing:

1025-19S

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

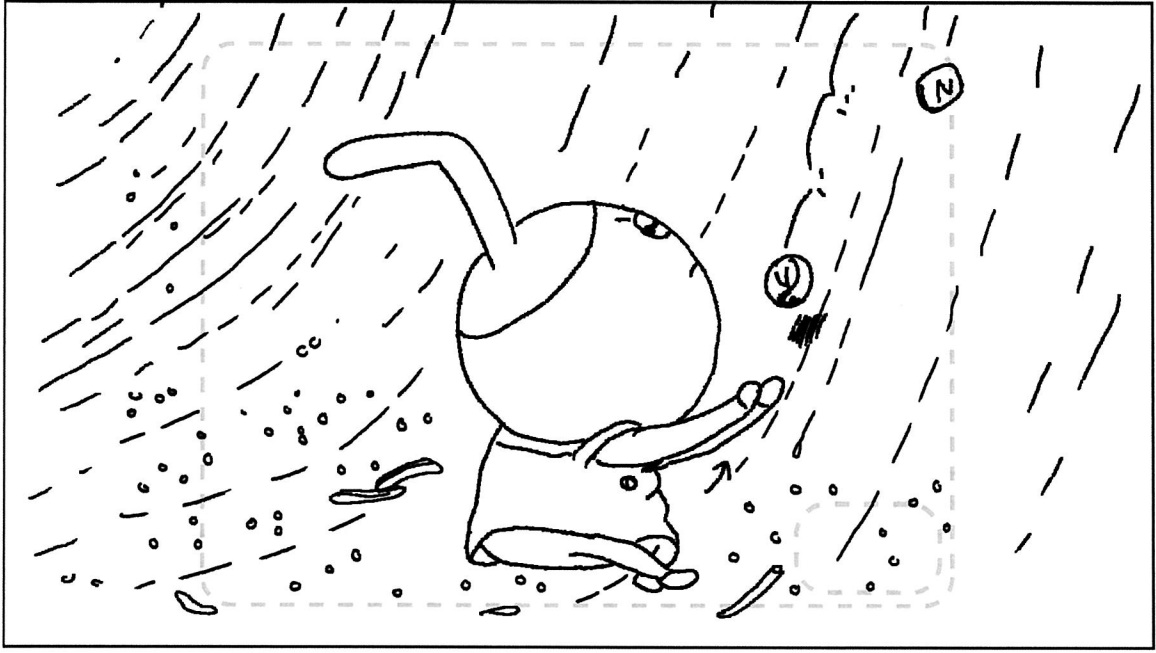


Sc. 212

Pnl. A

Bg.

day night



Sc. 212

Pnl. B

Bg.

day night



Dialog:
Action: <p>IS IT POSSIBLE FOR THIS BABY MODEL TO BE FATTER OVERALL - s.w.</p>
Timing:

EPISODE # 1025-19S  
Production :



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



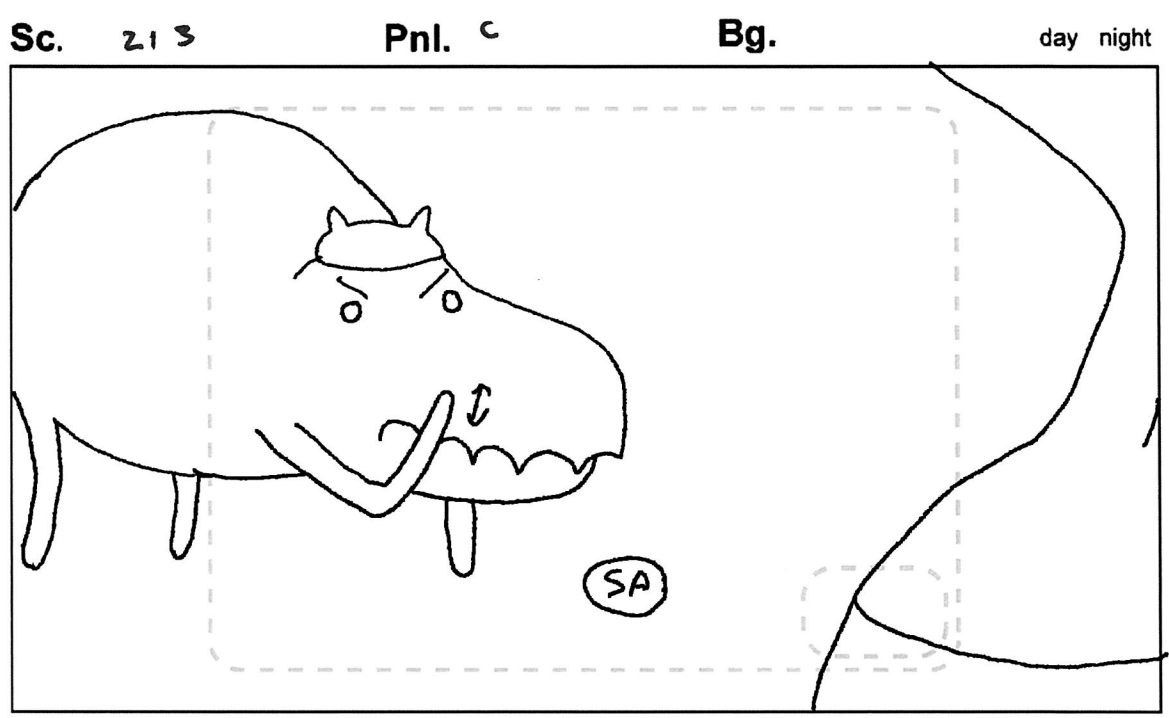
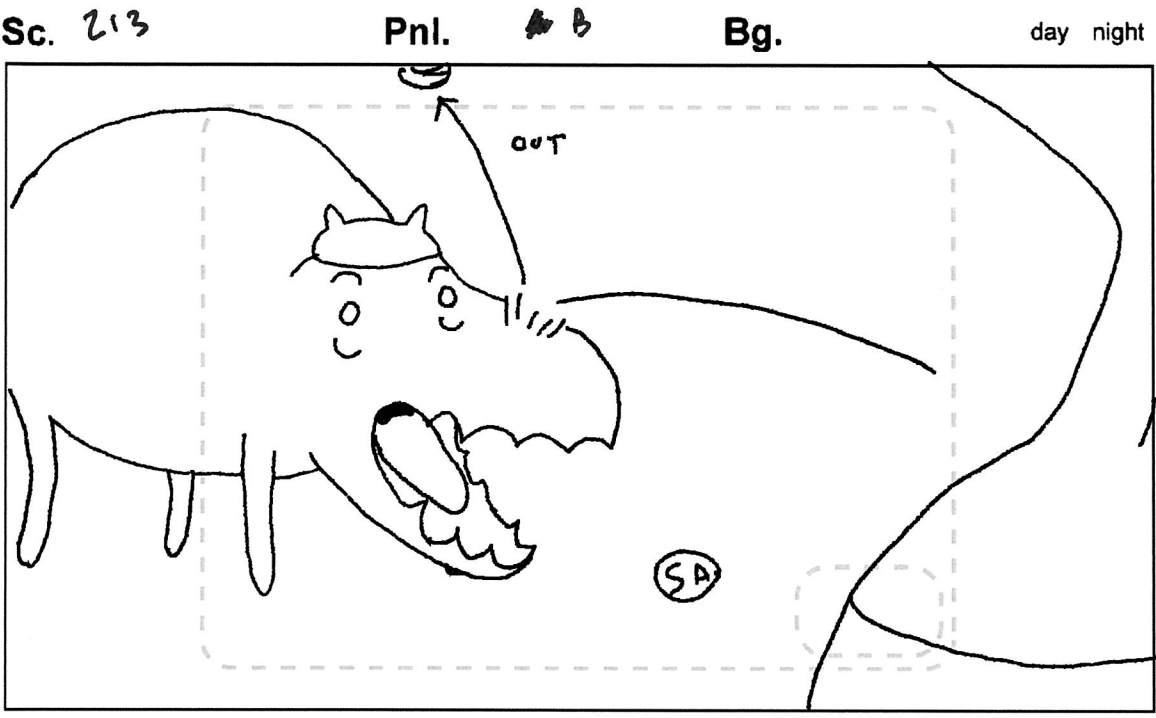
Sc. 212      Pnl. c      Bg.      day night

Sc. 213      Pnl. A      Bg.      day night

Dialog:
Action:
Timing:

Production :      EPISODE # 1025-195

ADVENTURE TIME

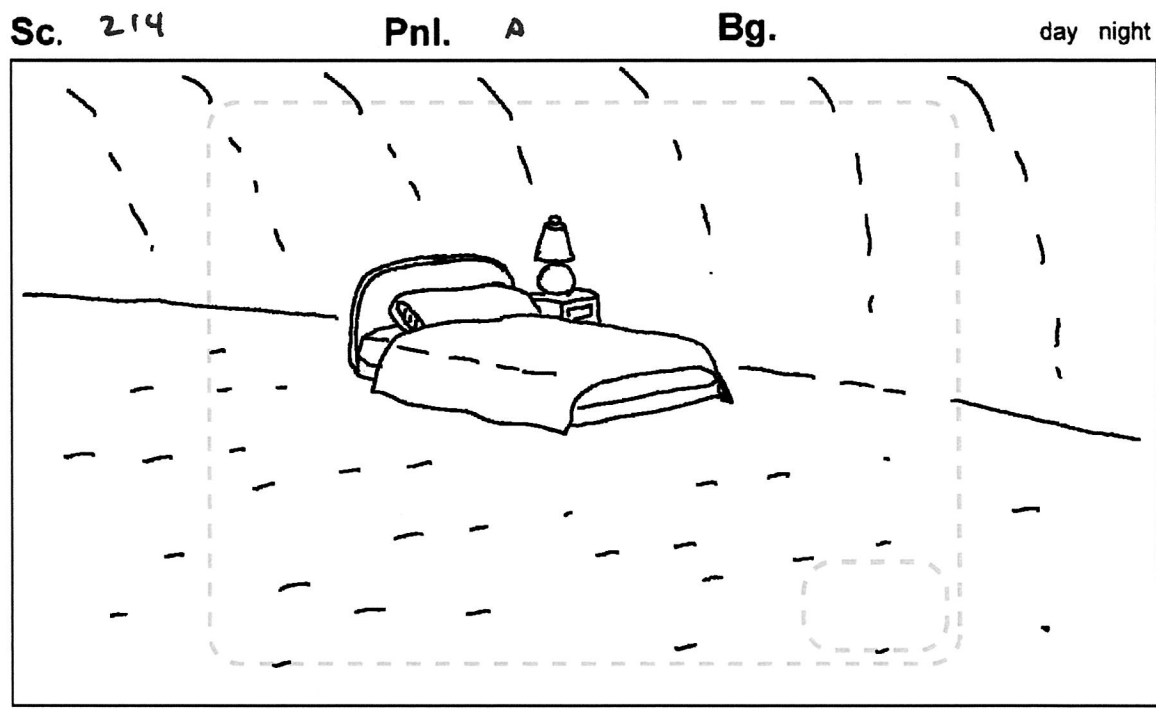
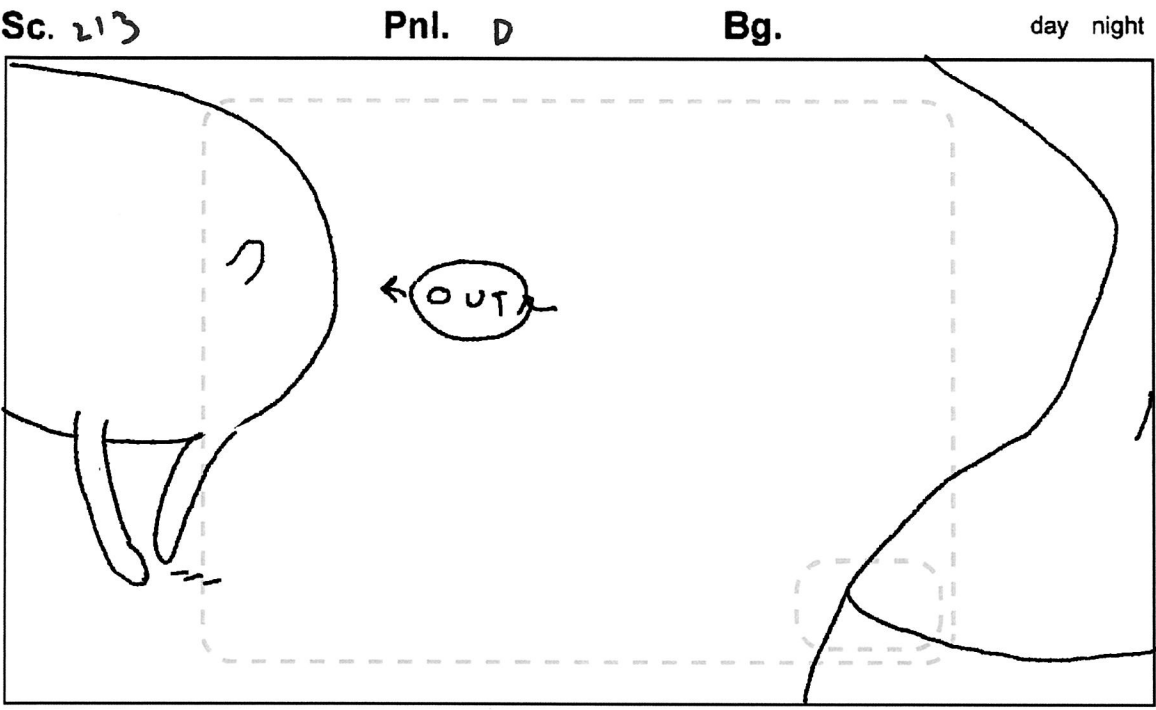


Dialog:
(SF?) BOP!
Action:
BOPPED. RUBS NOSE.
Timing:

Production : EPISODE # 1025-195

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Dialog:
Action:
Timing:

- DEEP IN THE CAVE.  
- DARK  
- BEDSIDE LAMP IS NOT ON.

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 214	Pnl. B	Bg.	day night	Sc. 214	Pnl. C	Bg.	day night

Dialog:
Action:
Timing:

1025-195

EPISODE #

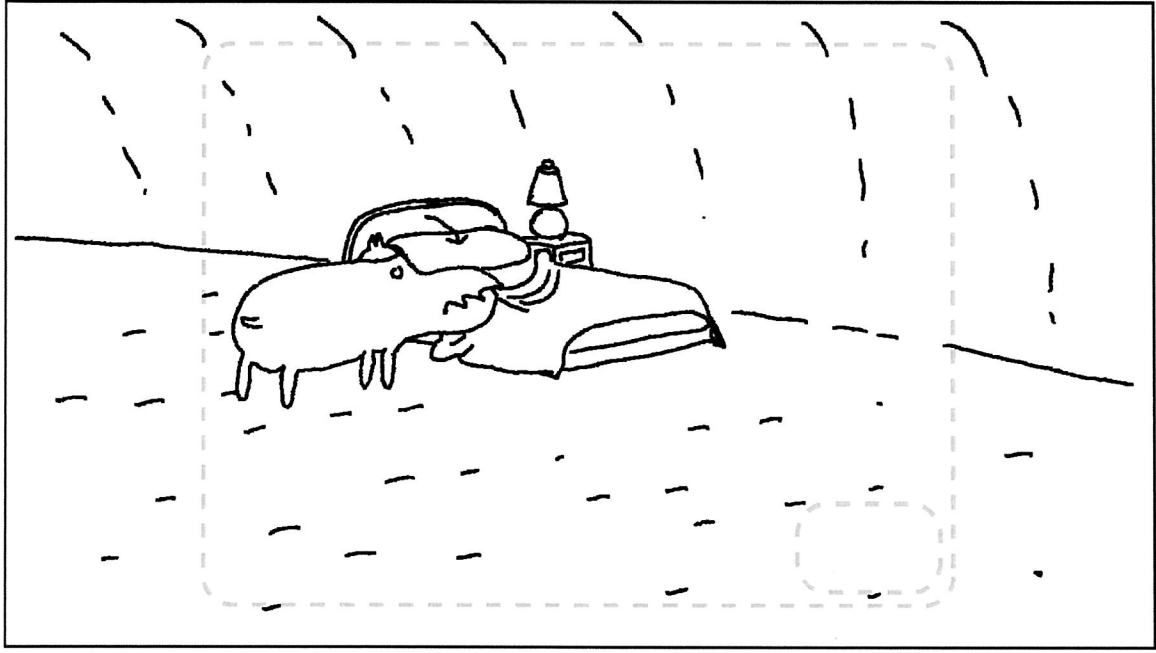
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

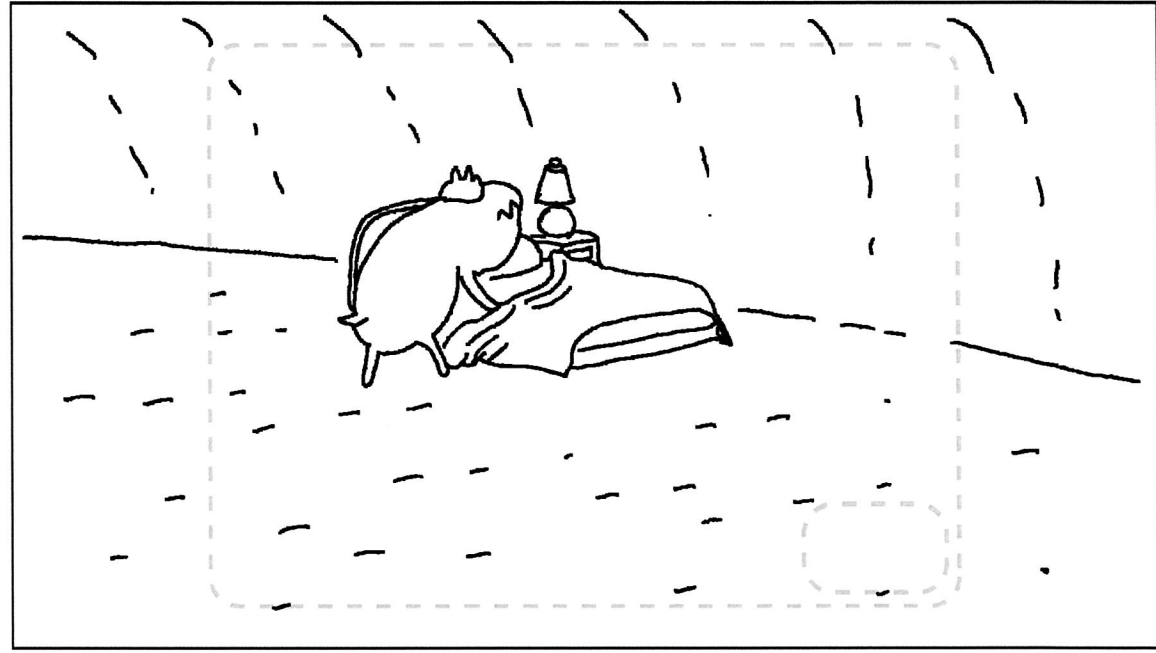
# ADVENTURE TIME



Sc. 214 Pnl. D Bg. day night



Sc. 214 Pnl. E Bg. day night



Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 214      Pnl. F      Bg.      day night

Sc. 214      Pnl. G      Bg.      day night

Dialog:
Action:
Timing:

Production : 1025-195 EPISODE #

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

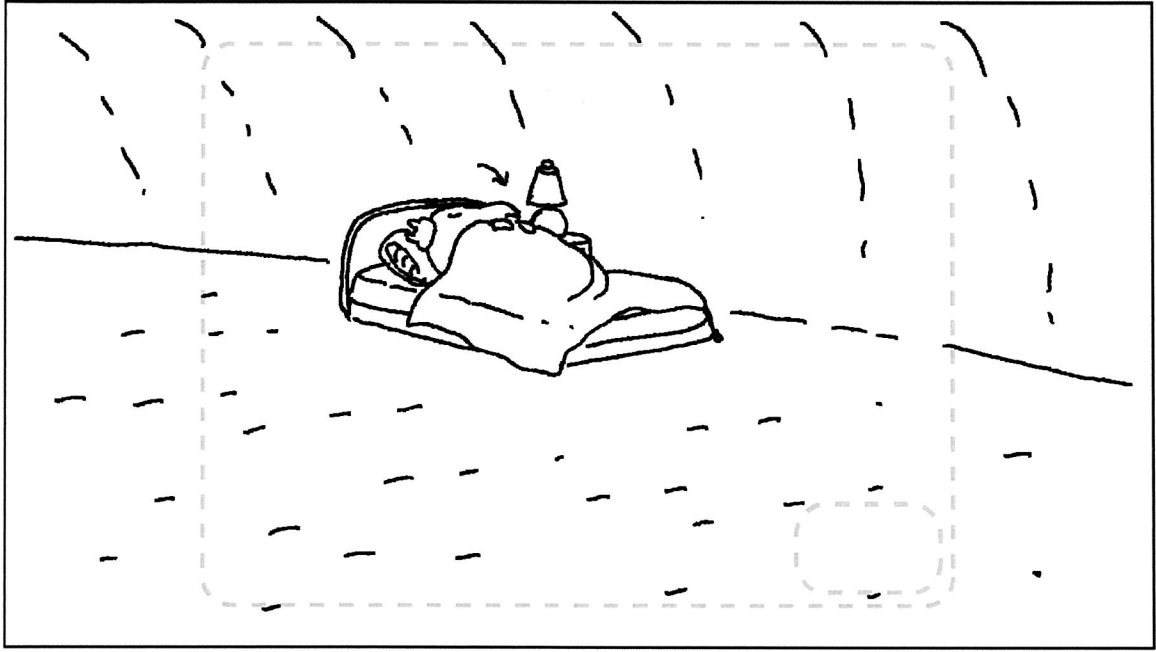


Sc. 214

Pnl. 8

Bg.

day night




Sc. 215

Pnl. 4

Bg.

day night



Dialog:
Action:
Timing:

Production : 1025-195

ADVENTURE TIME

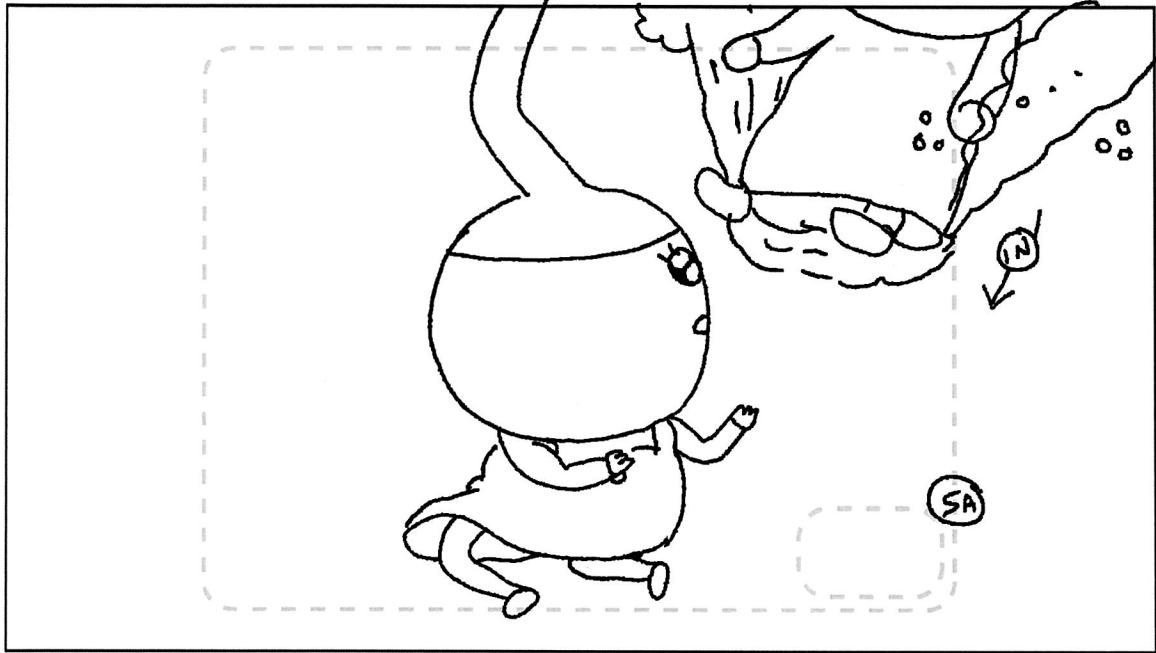


Sc. 215

Pnl. B

Bg.

day night

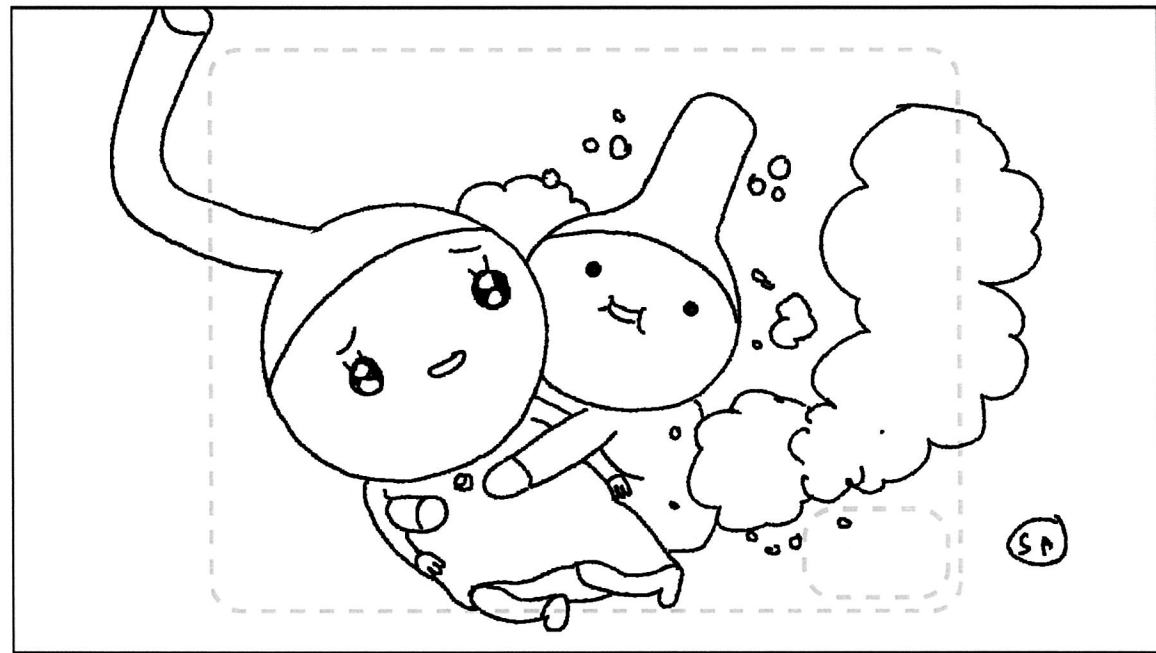


Sc. 215

Pnl. C

Bg.

day night



<p>Dialog:</p> <p>Ⓢ YOU CAN BE A HERO, CUBER. AND WHAT A CUBE CAN BE, HE MUST BE. SELF ACTUALIZATION, LABLE BROTHER.</p>
<p>Action:</p> <p>SLIDING DOWN IN THE DIRT.</p> <p>CLOUD DISSAPATES.</p>
<p>Timing:</p>



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

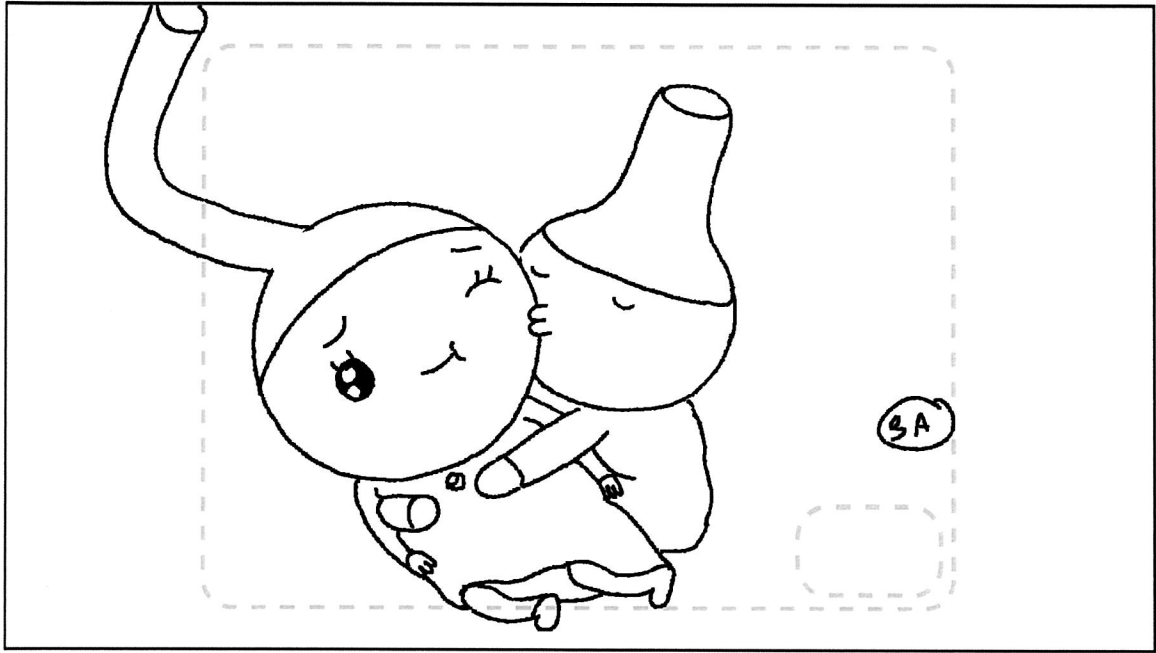


Sc. 215

Pnl. 0

Bg.

day night

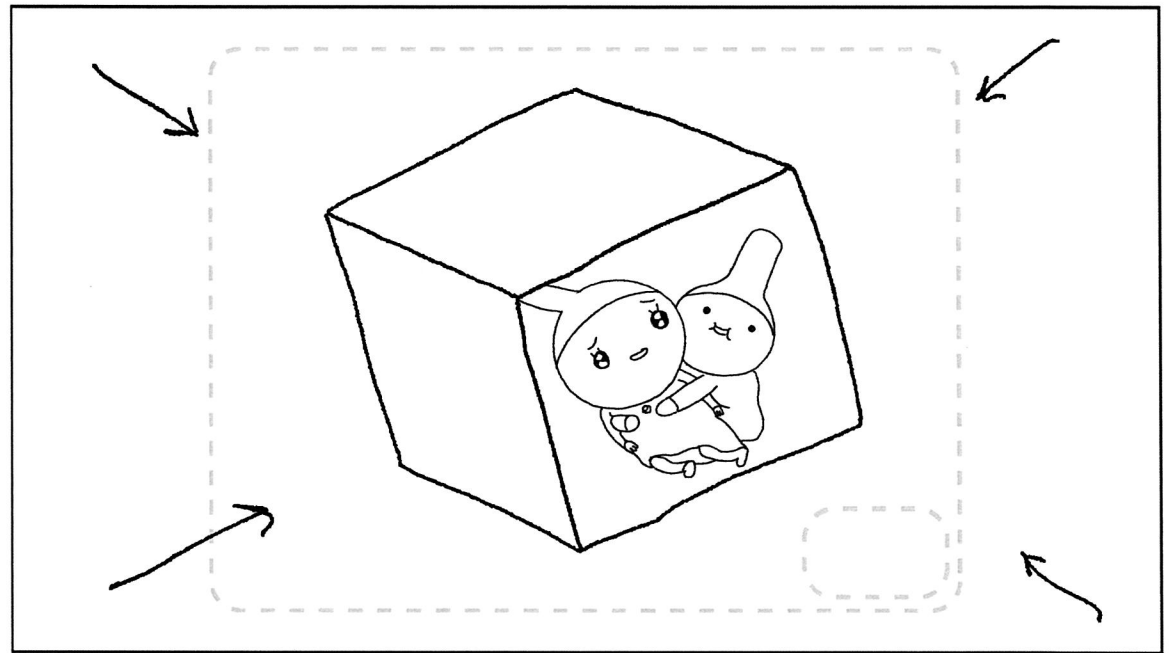


Sc. 216

Pnl. 4

Bg.

day night



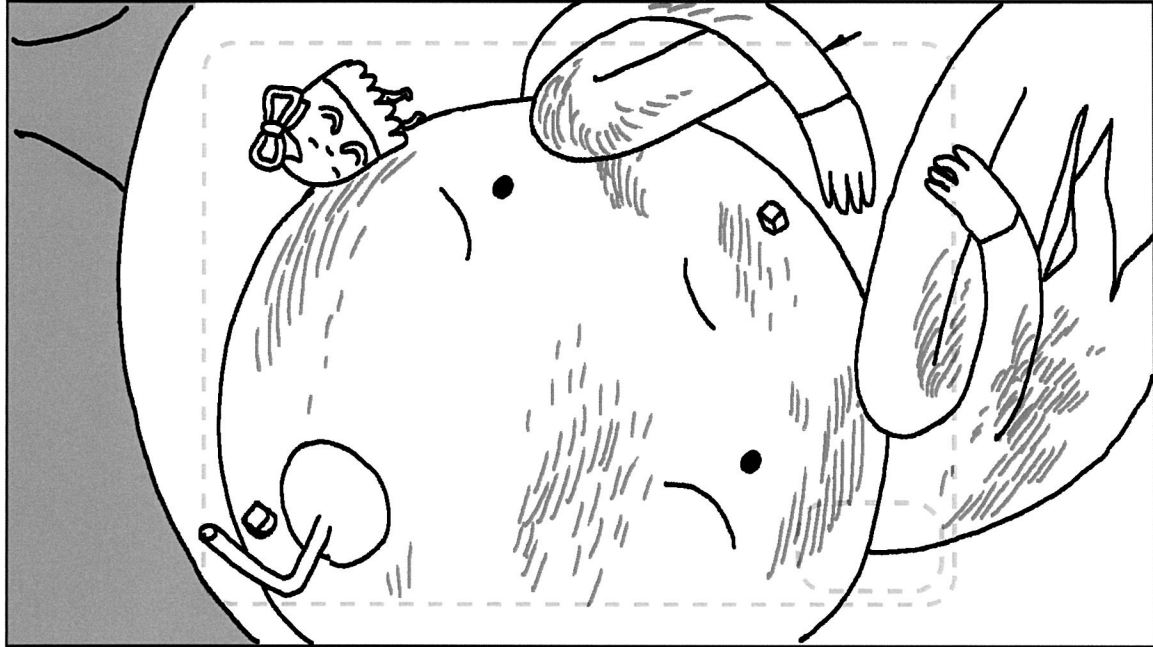
Dialog:	(SFX) / KISS!
Action:	MATCH PREV. CUBE TRANSITION
Timing:	

EPISODE # 1025-195.  
Production :

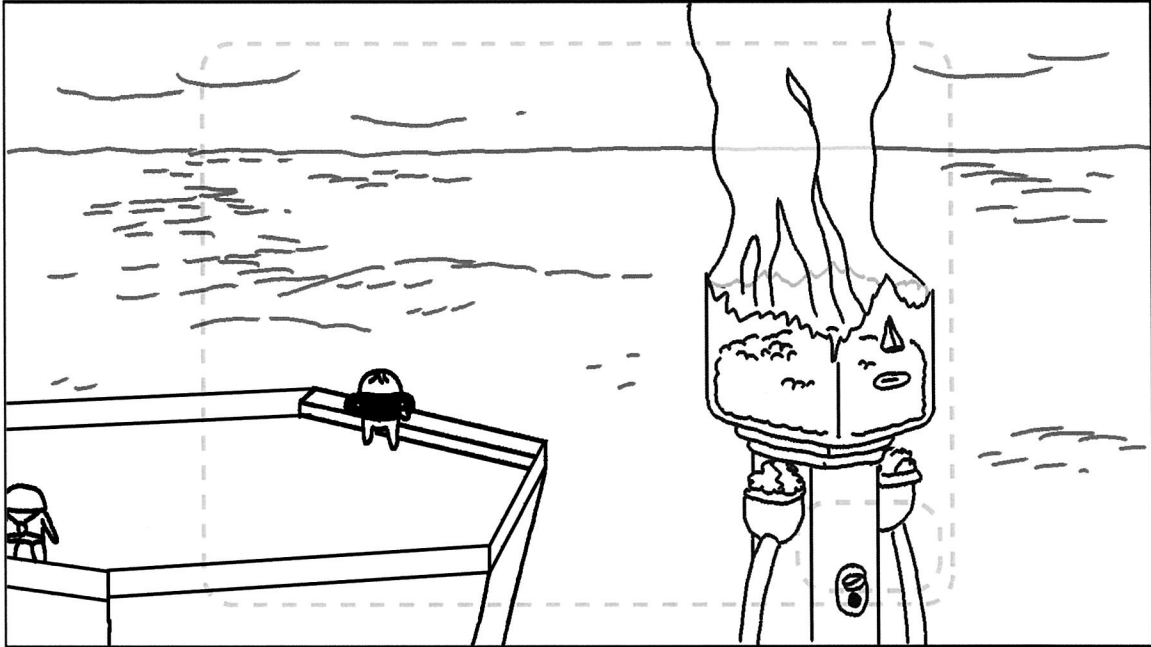
ADVENTURE TIME



Sc. 217 Pnl. A Bg. day night



Sc. 218 Pnl. 4 Bg. day night



Dialog:

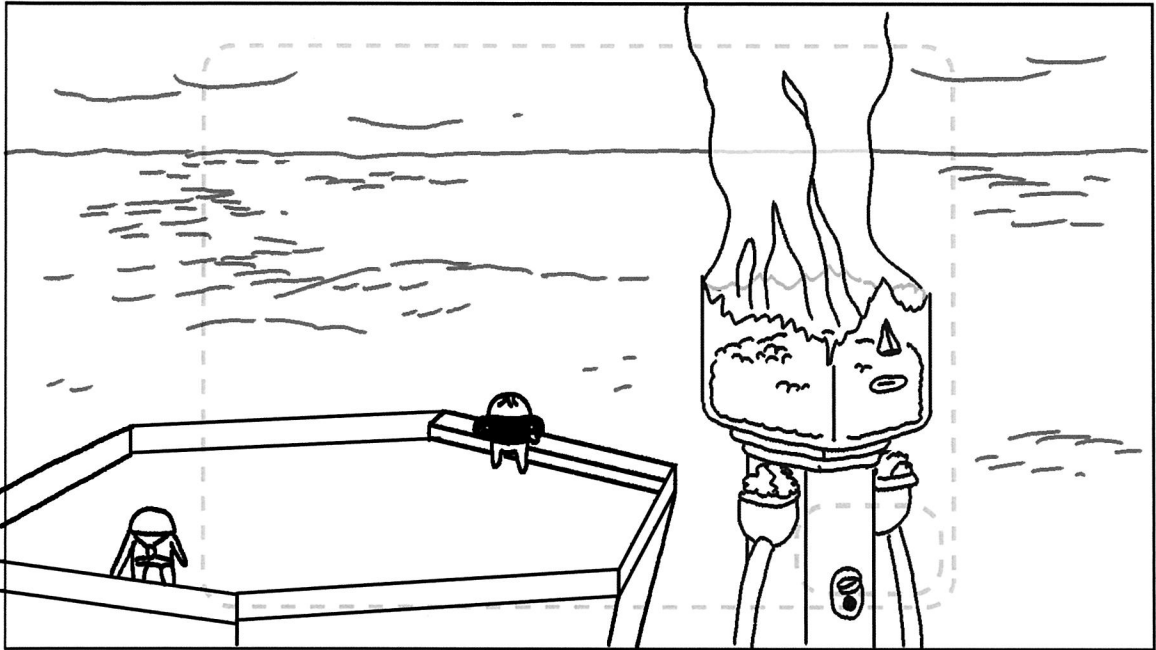
Action:

Timing: A + B BLUE G.D. LASS. SNOOZING SOFTLY.

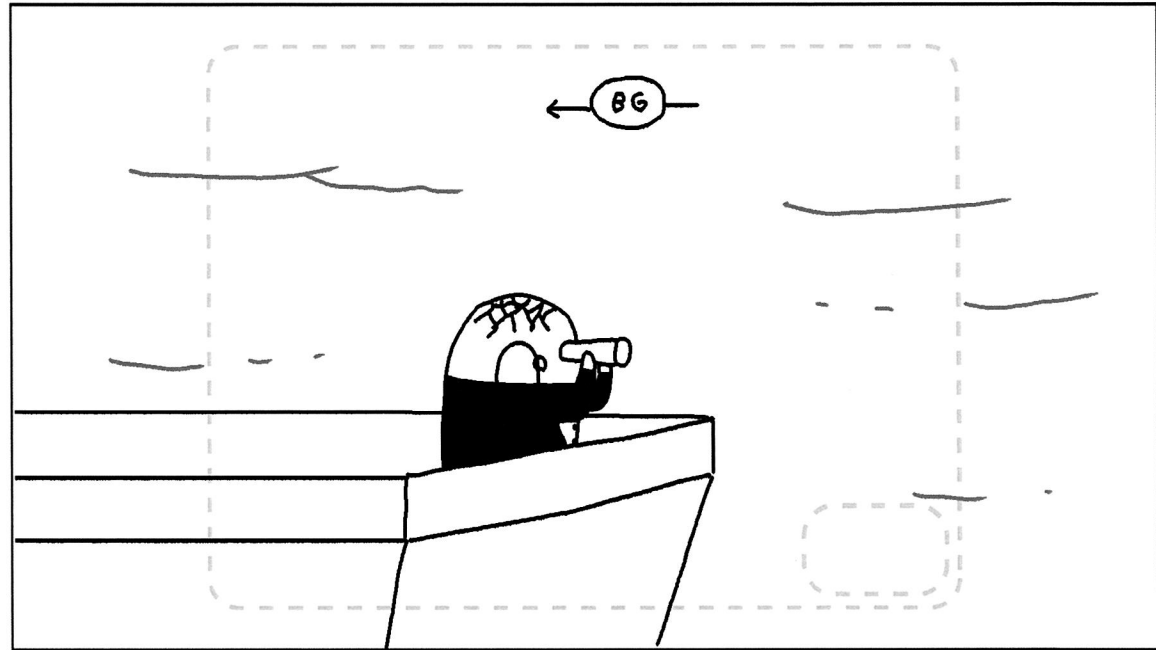
ADVENTURE TIME



Sc. 218 Pnl. B Bg. day night



Sc. 219 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 219

Pnl. B

Bg.

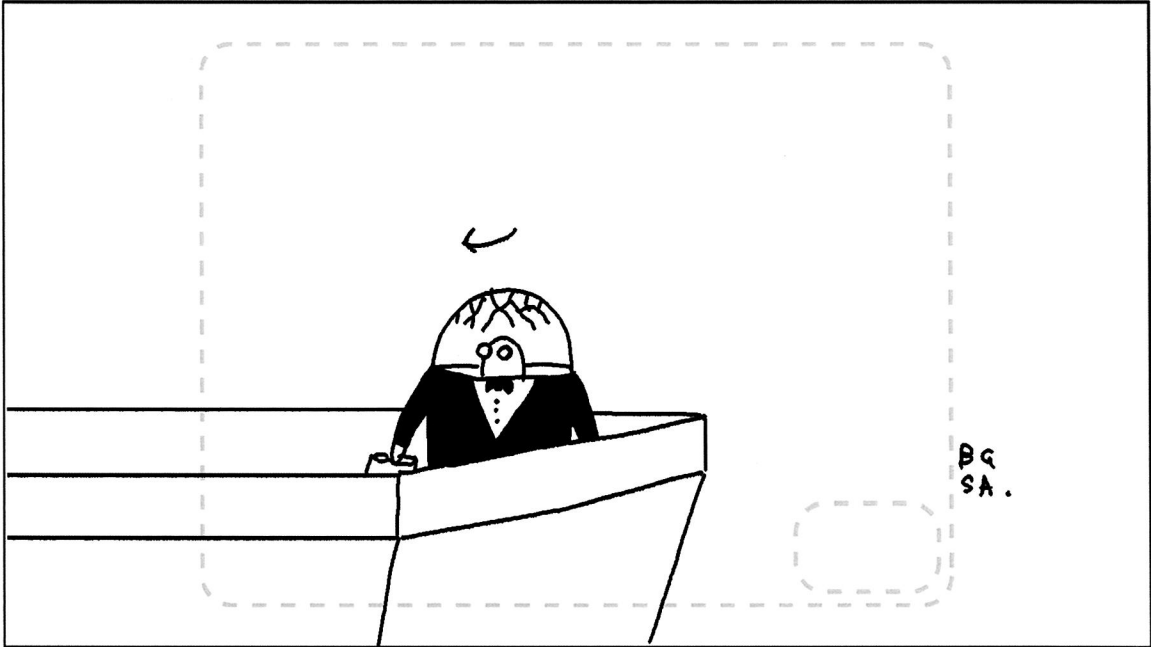
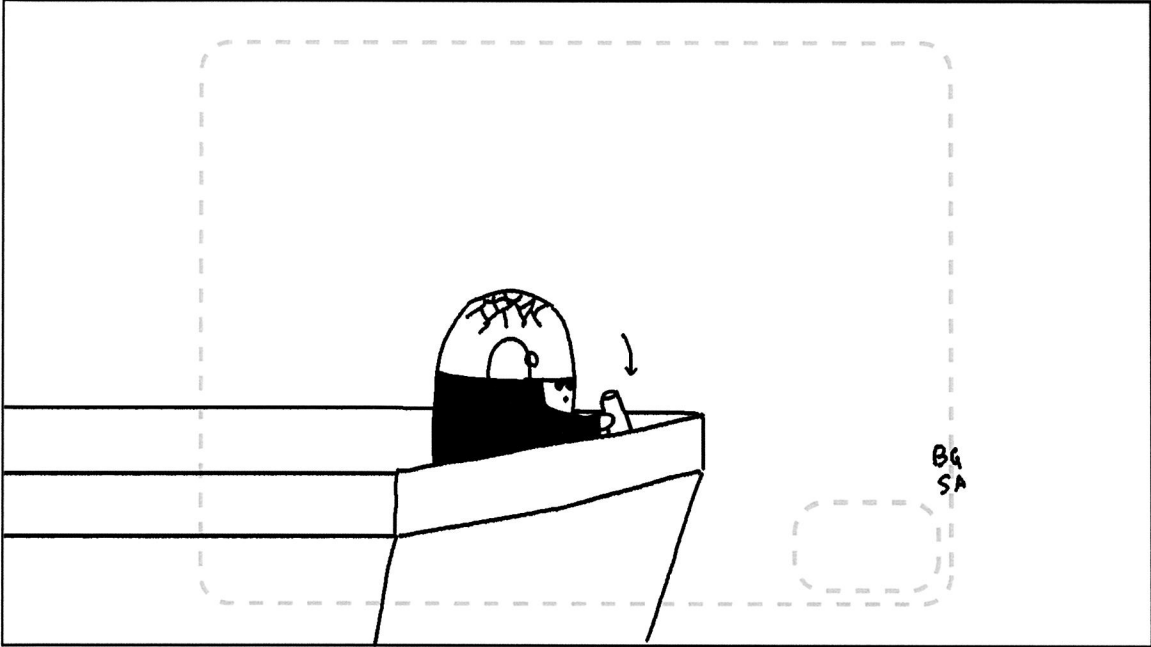
day night

Sc. 219

Pnl. C

Bg.

day night



Dialog:
ⓐ < MAYBE WE SHOULD GO CLOSER >
Action:
Timing:

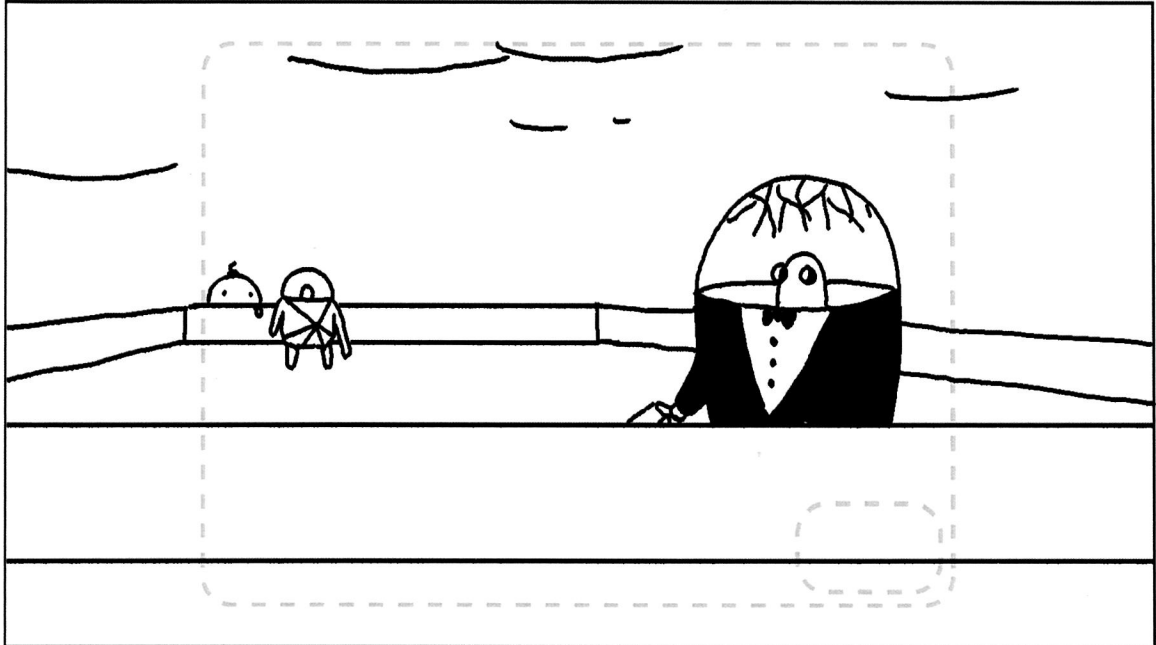
EPISODE # 1025-1a5  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

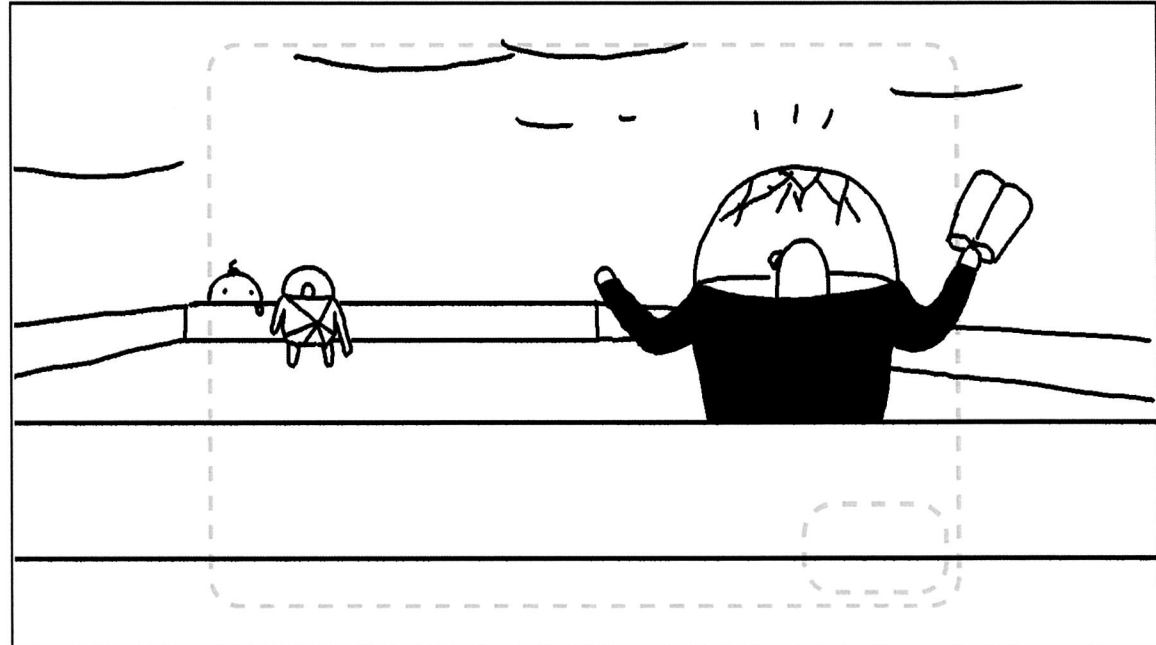
# ADVENTURE TIME



Sc. 220 Pnl. A Bg. day night



Sc.220 Pnl. B Bg. day night



Dialog:
⑥ / <BE HIND YOU!>
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME

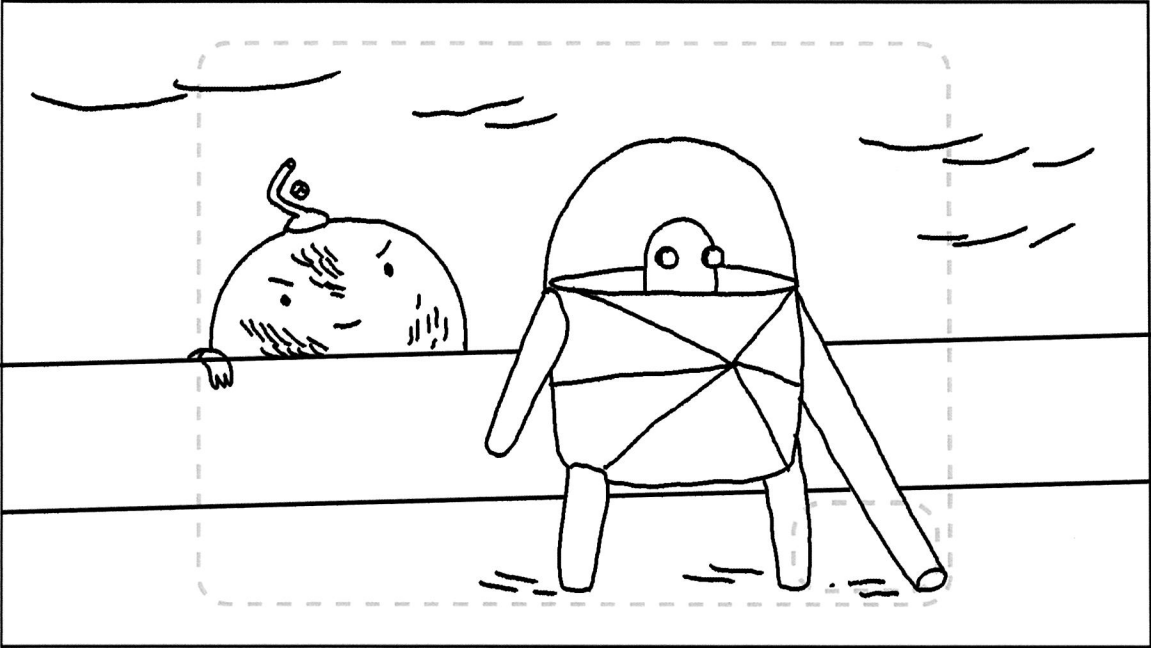


Sc. 221

Pnl. A

Bg.

day night

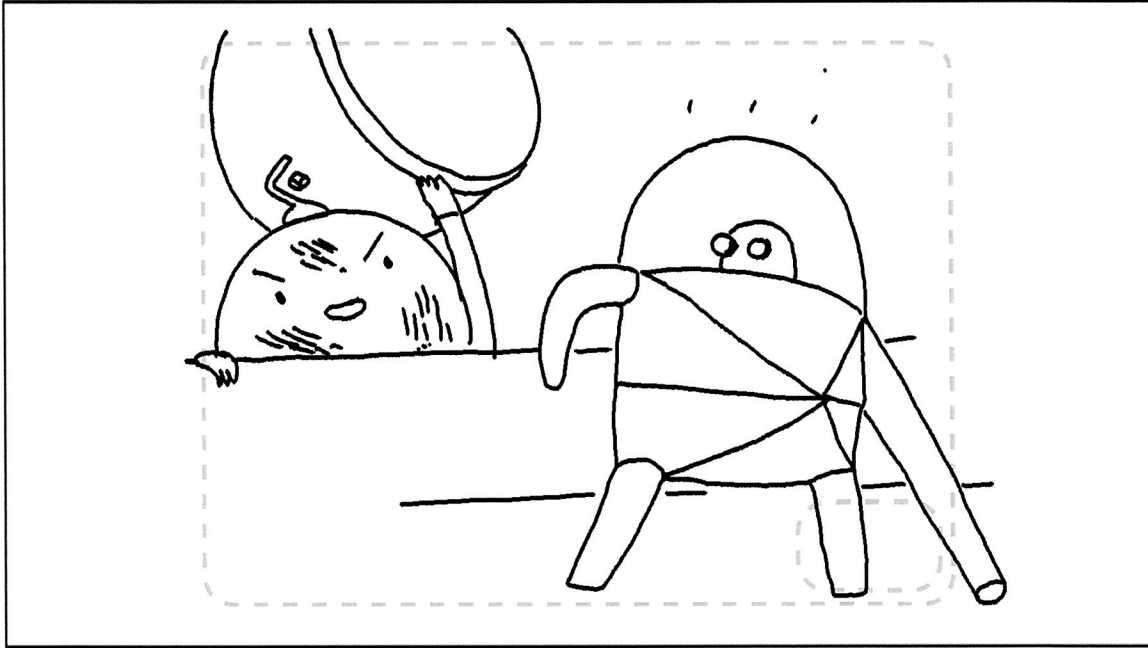


Sc. 221

Pnl. B

Bg.

day night



Dialog:

© I'M A HERO!

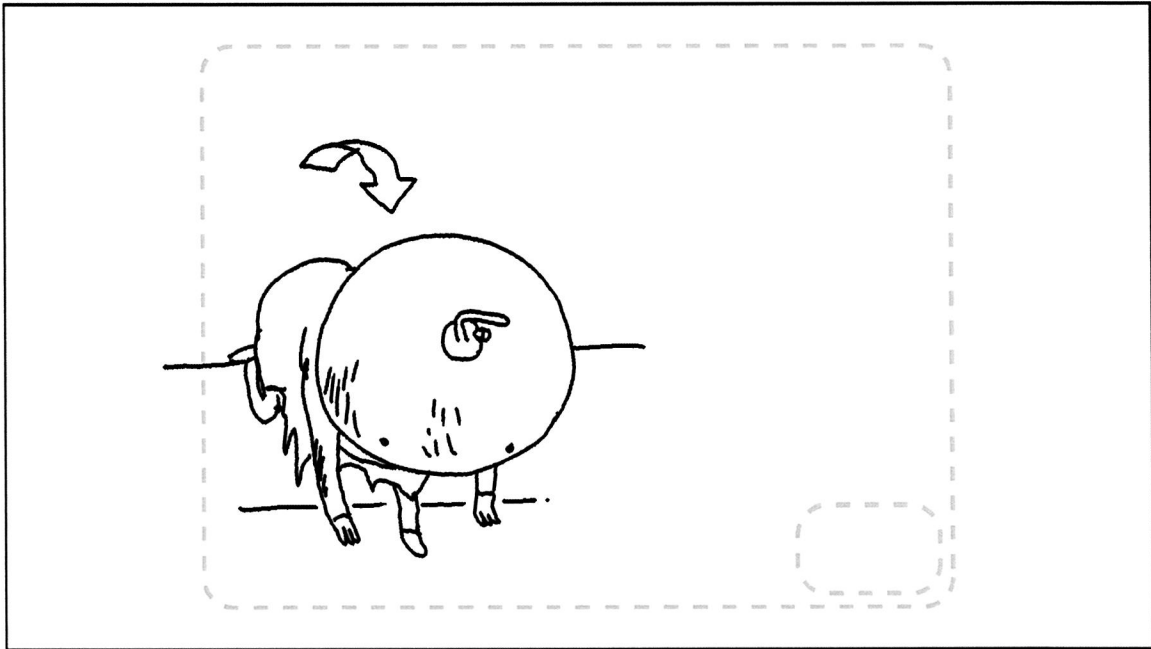
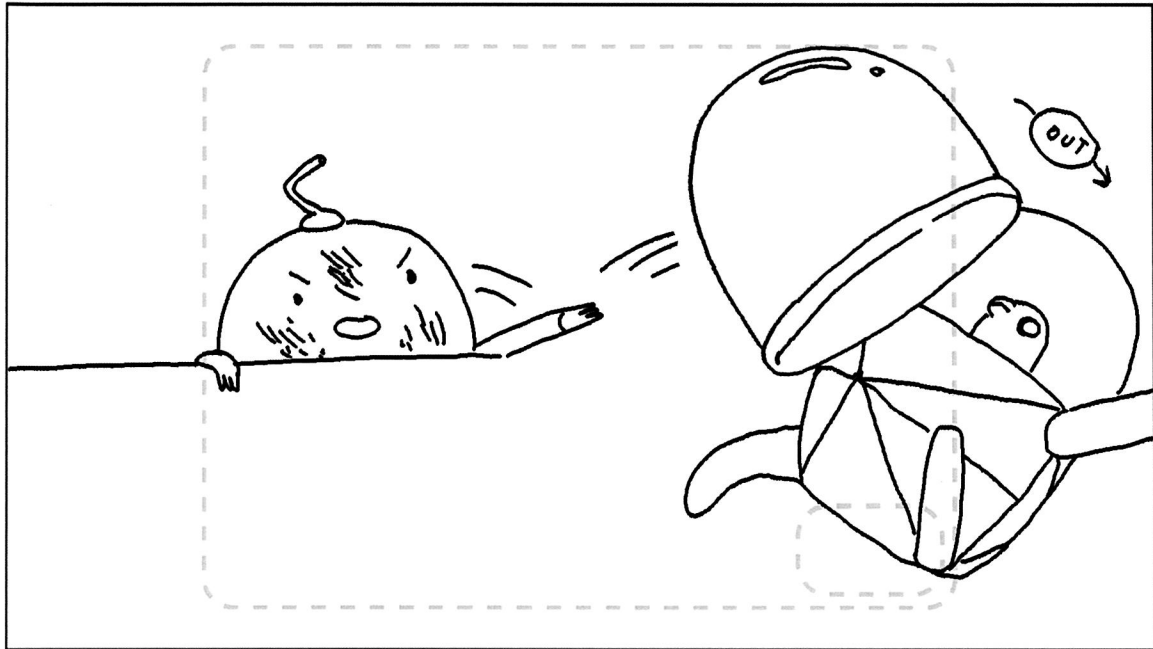
Action:

Timing:

ADVENTURE TIME



Sc. 221 Pnl. C Bg. day night Sc. 221 Pnl. D Bg. day night

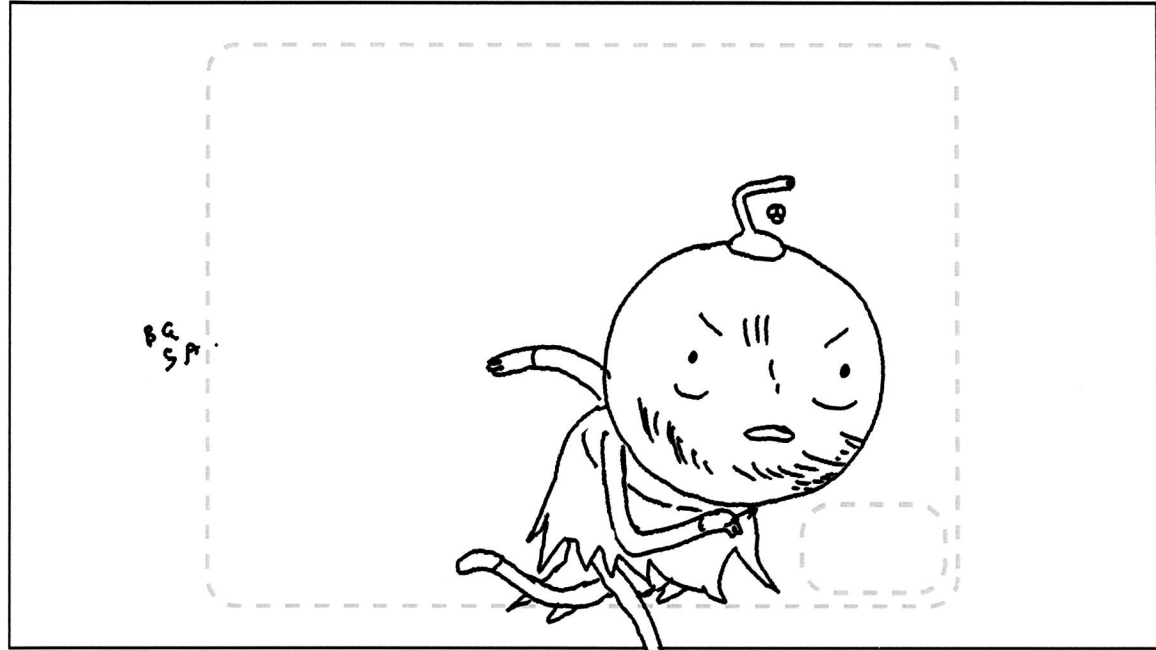


Dialog:	©/ Euh!
Action:	OVER THE TOP.
Timing:	

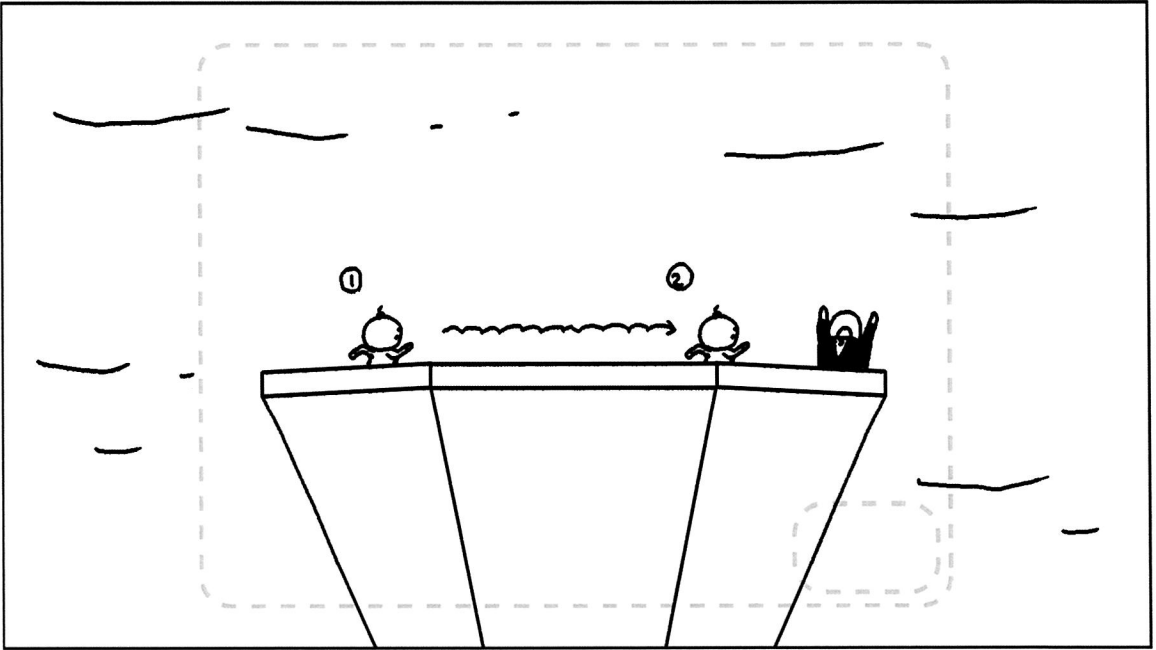
ADVENTURE TIME



Sc. 221 Pnl. E Bg. day night



Sc. 222 Pnl. 4 Bg. day night



Dialog:	© HUFF HUFF CUBER FIRST!
Action:	
Timing:	

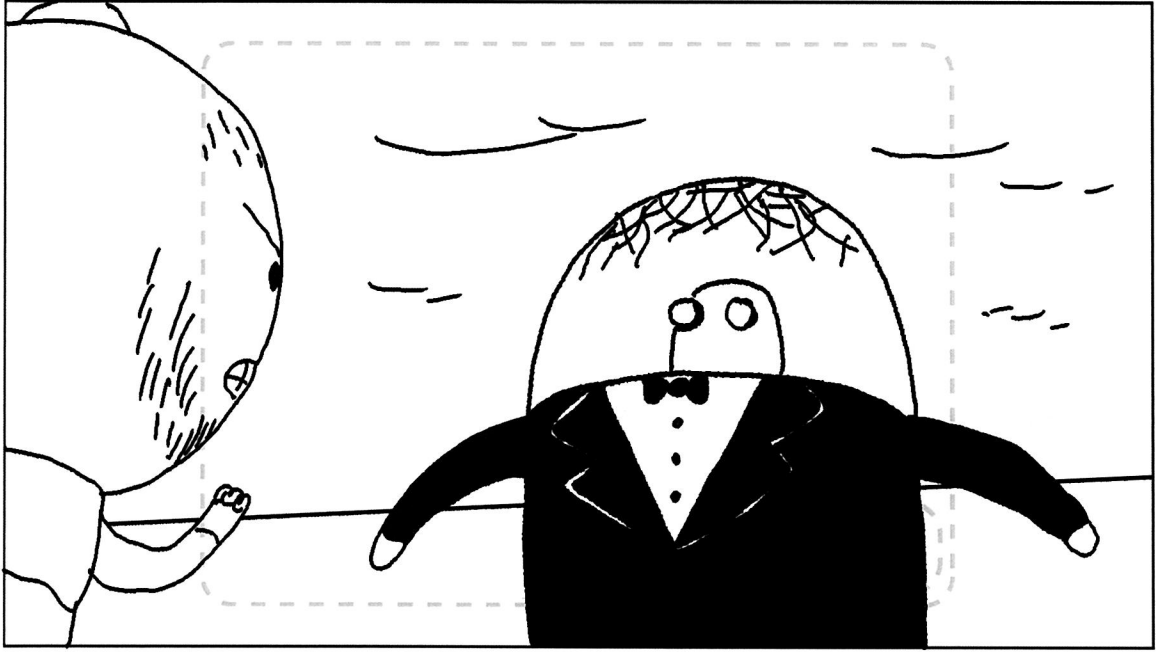


© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

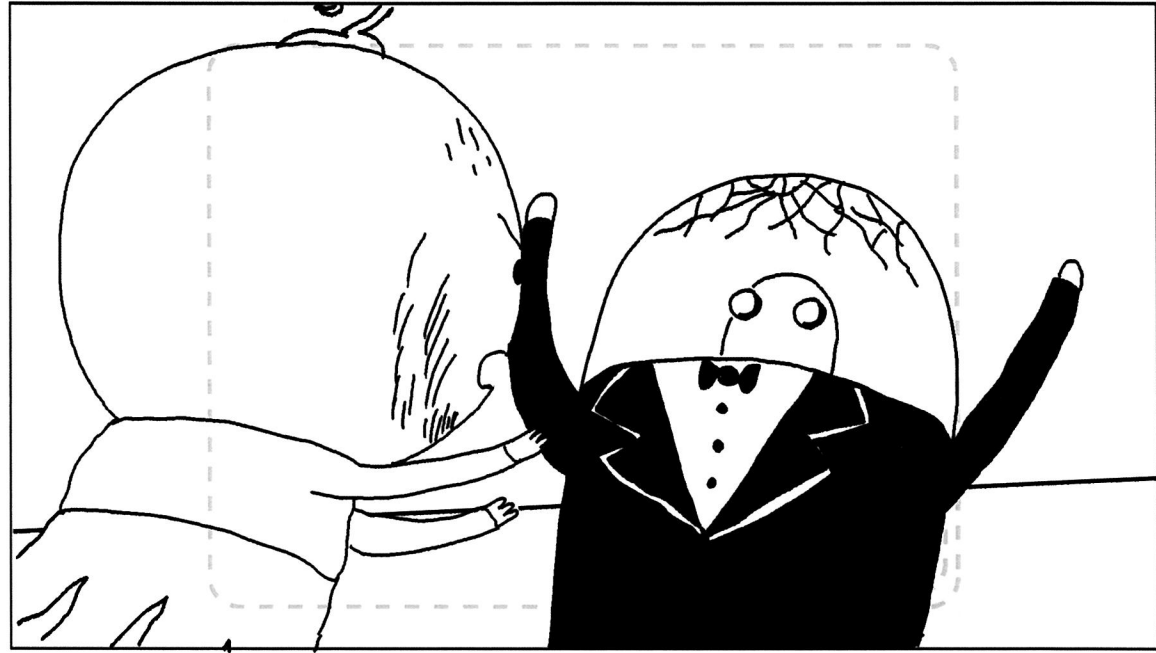
# ADVENTURE TIME



Sc. 223 Pnl. A Bg. day night



Sc. 223 Pnl. B Bg. day night



Dialog:
© RARR!
Action:
Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



SC. 223

PNL. C

BG

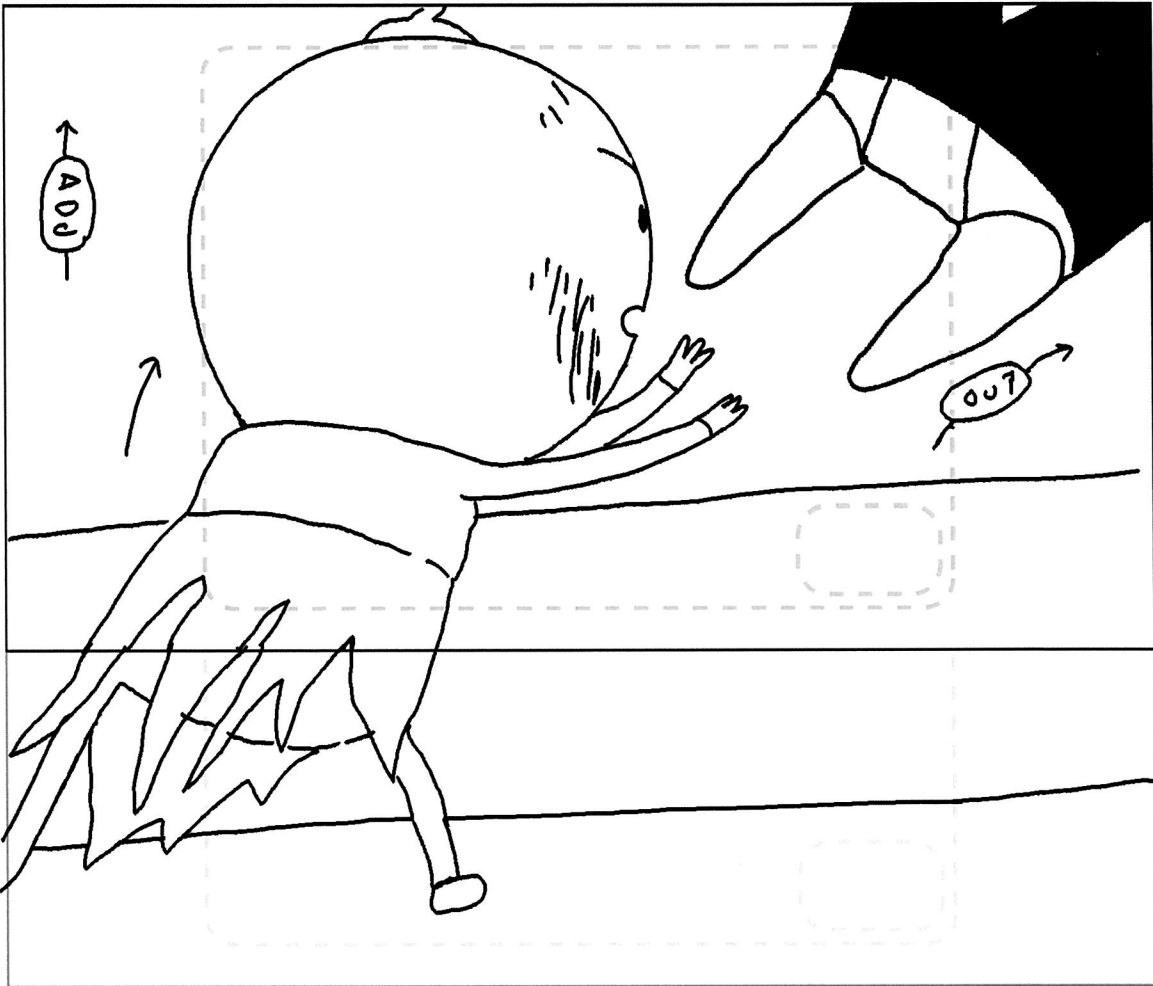
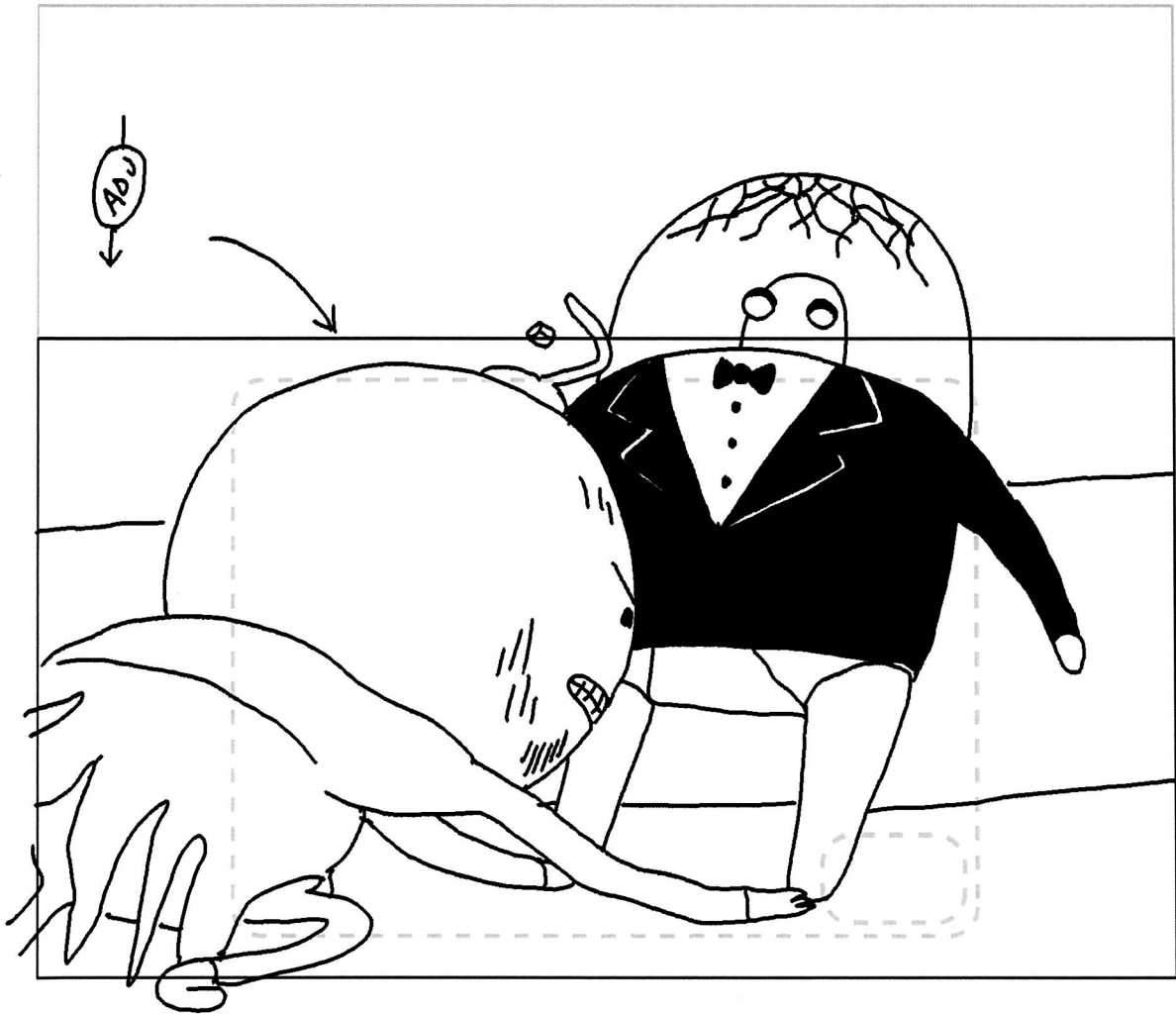
DAY NIGHT

SC. 223

PNL. D

BG

Page 322  
DAY NIGHT.



© HOP!

GRABS HIS FEET.

EPISODE # 1025-19S

Production :

# ADVENTURE TIME



Sc. 224

Pnl. A

Bg.

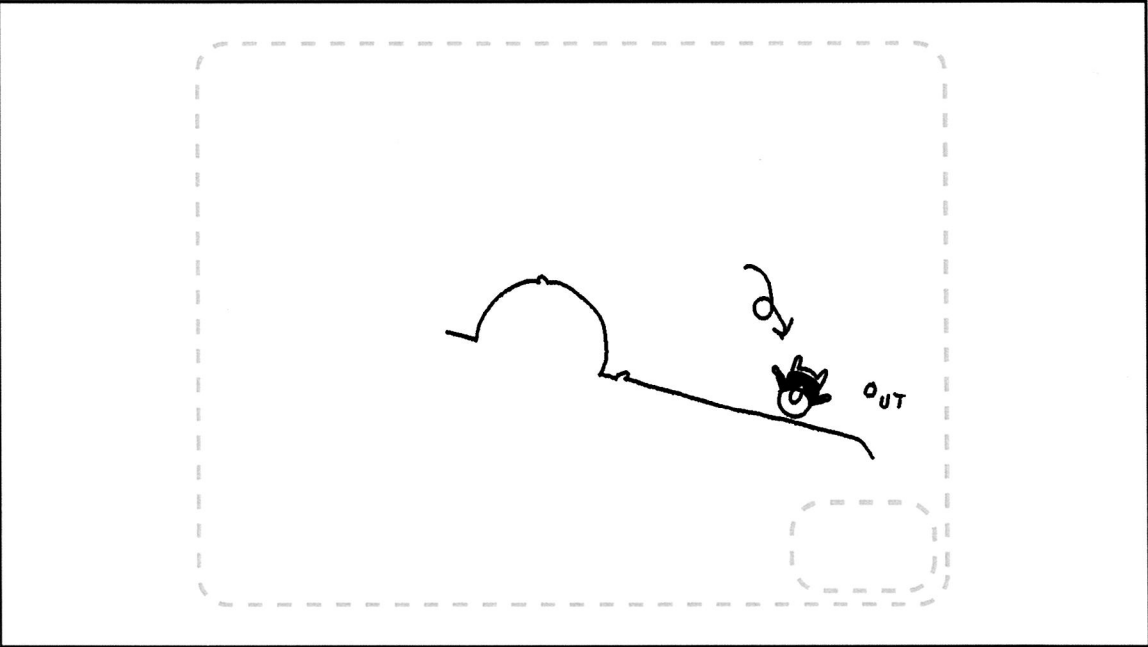
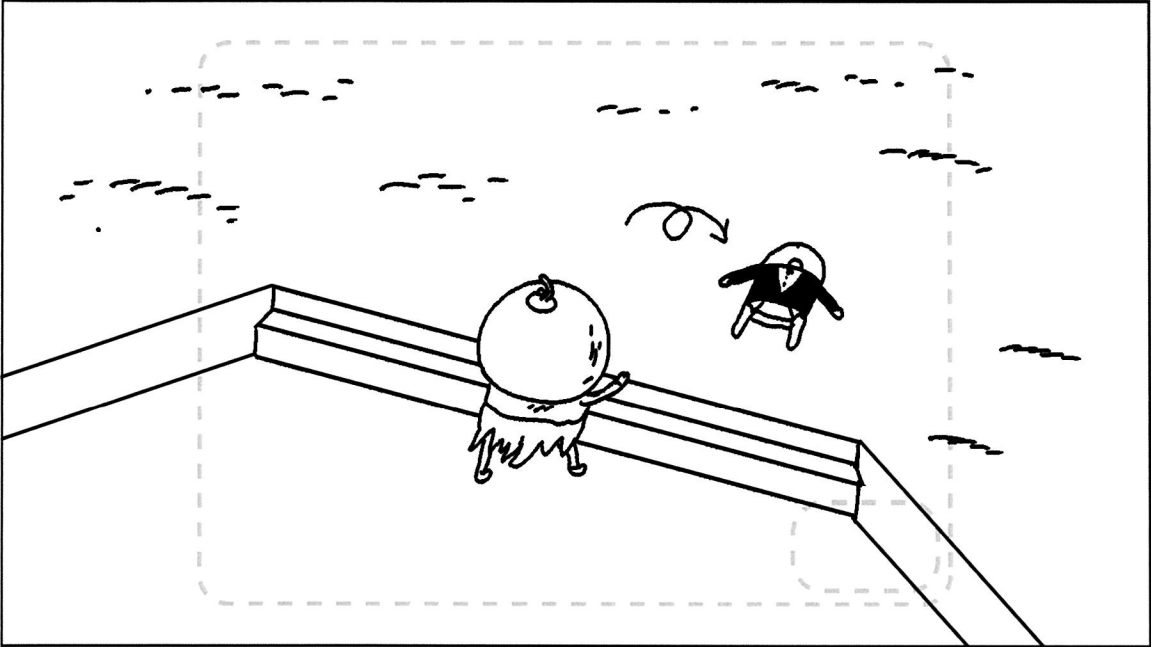
day night

Sc. 224

Pnl. B

Bg.

day night

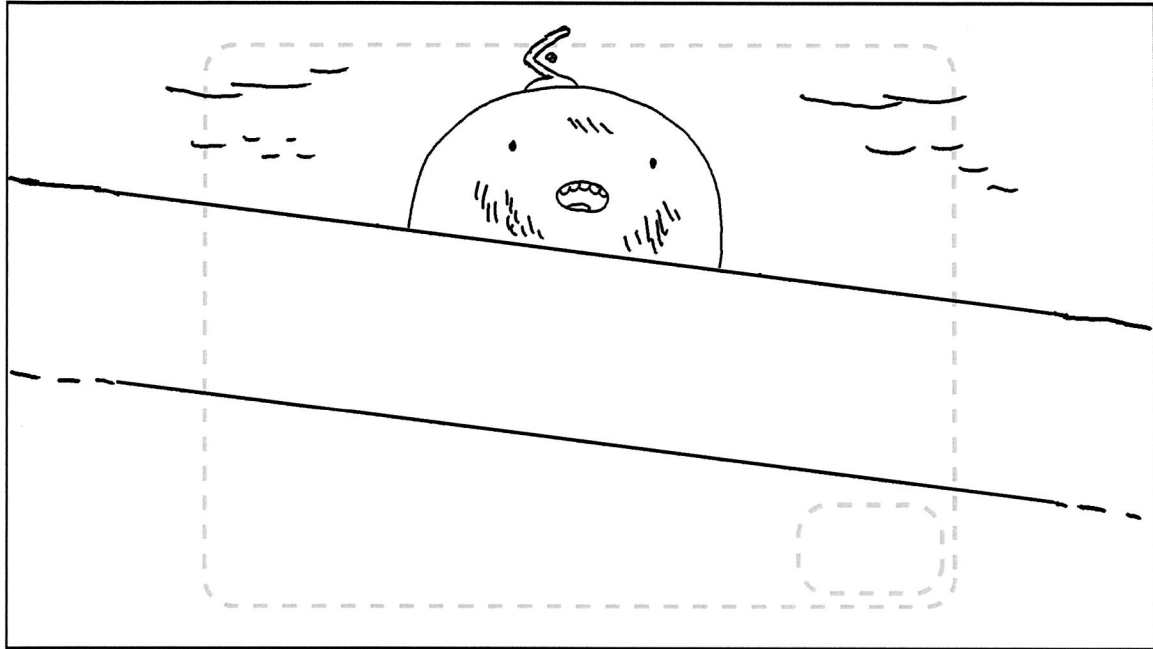


Dialog:
Action:
Timing:

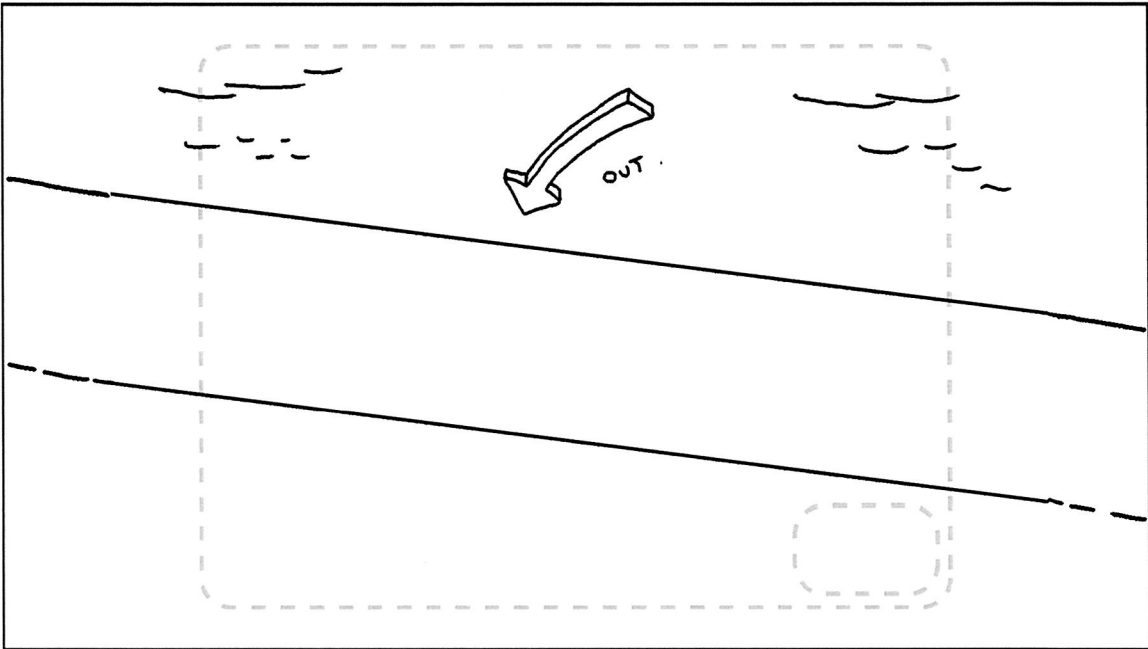
# ADVENTURE TIME



Sc. 225 Pnl. A Bg. day night



Sc. 225 Pnl. B Bg. day night

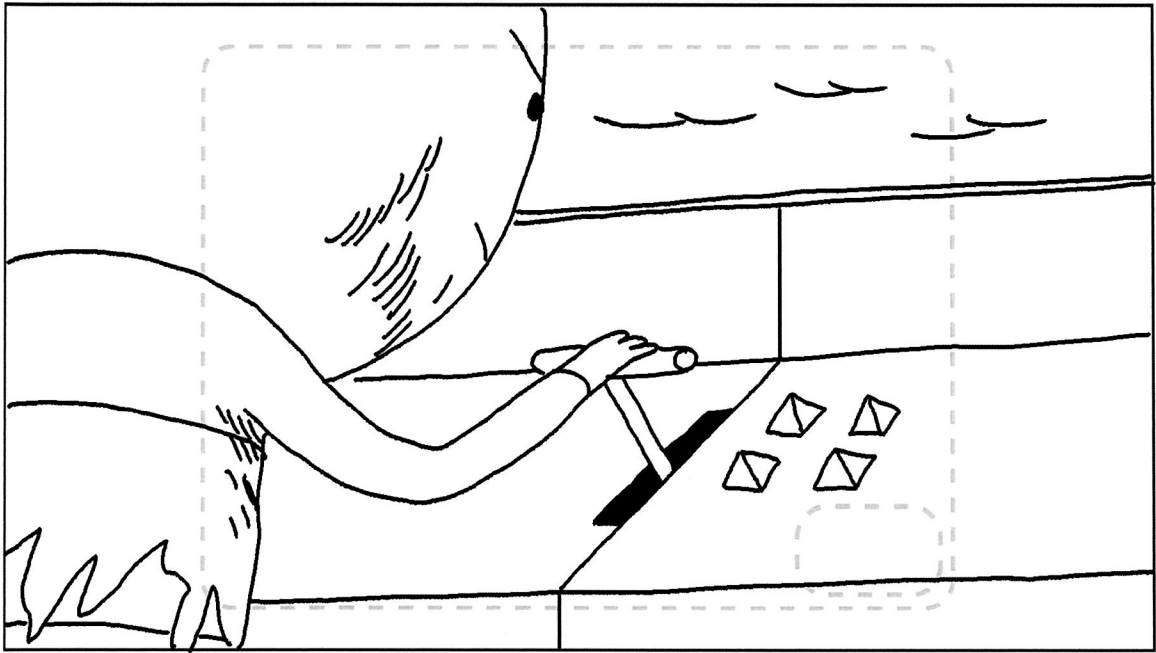


Dialog:
© CONGRATULATIONS ON , YOUR MARRIAGE.
Action:
Timing:

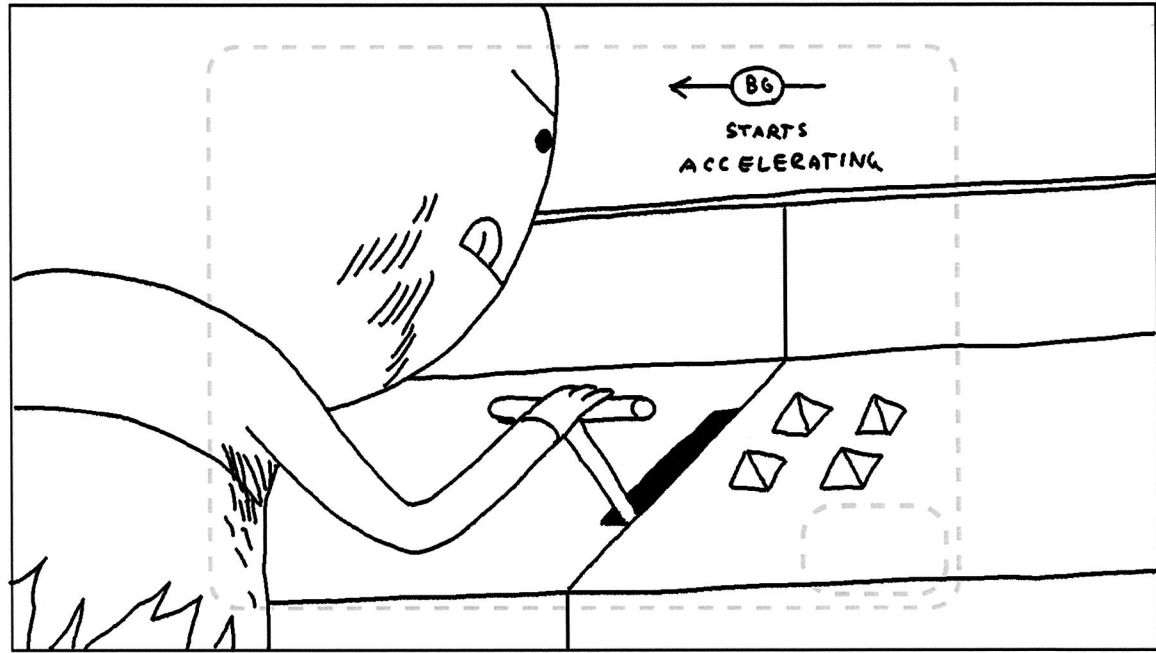
# ADVENTURE TIME



Sc. 226 Pnl. A Bg. day night



Sc. 226 Pnl. B Bg. day night



Dialog:

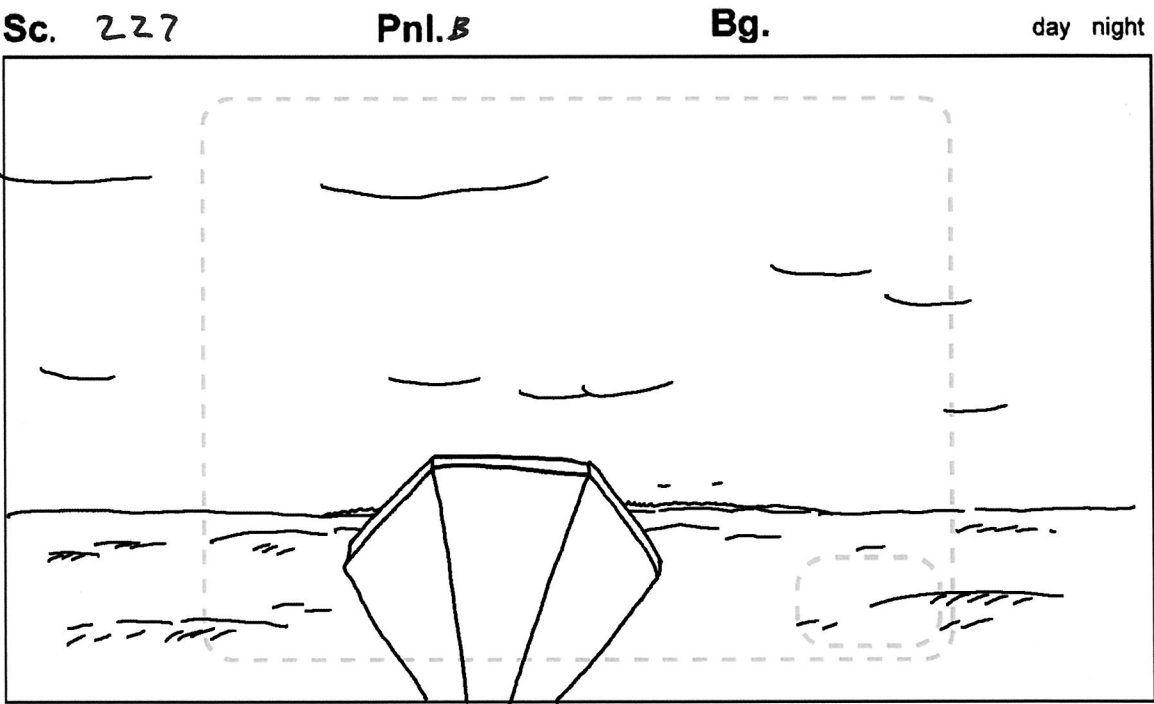
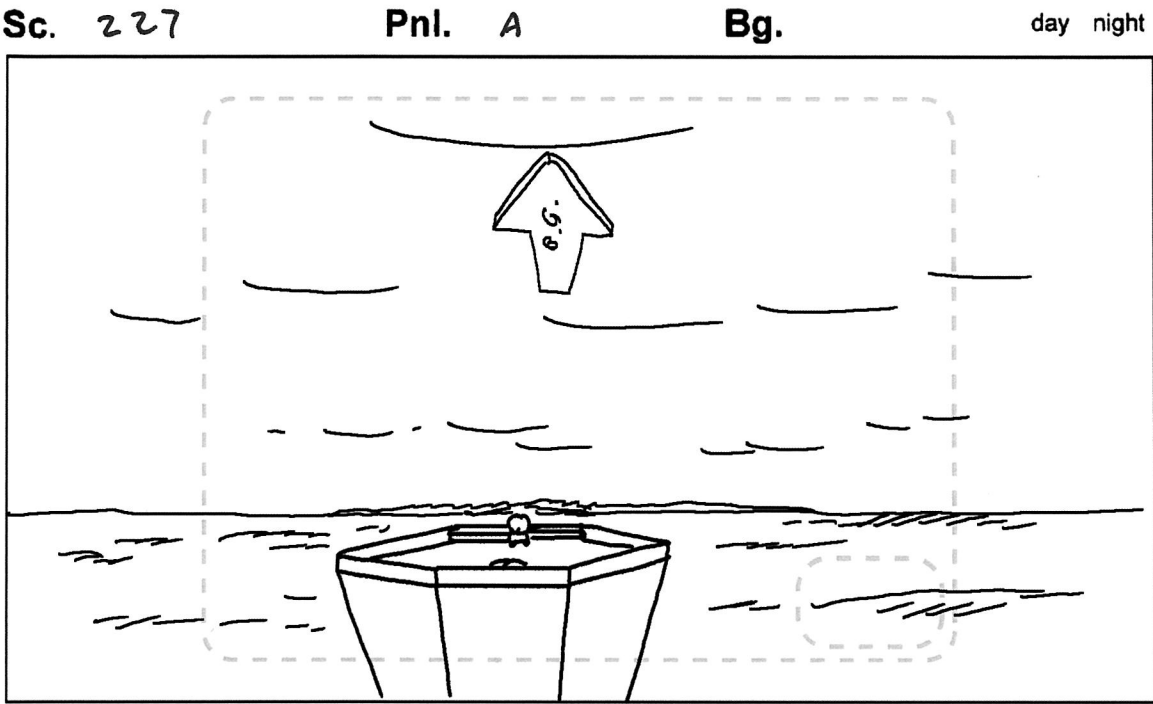
Action:

Timing:

ACT →

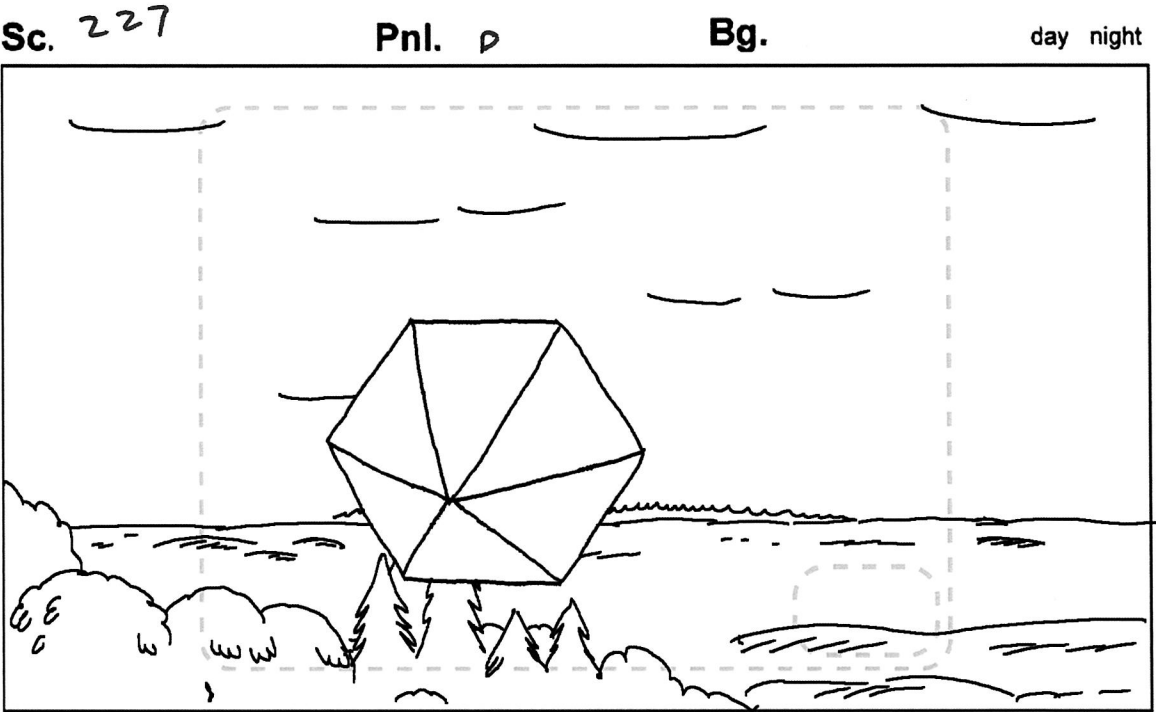
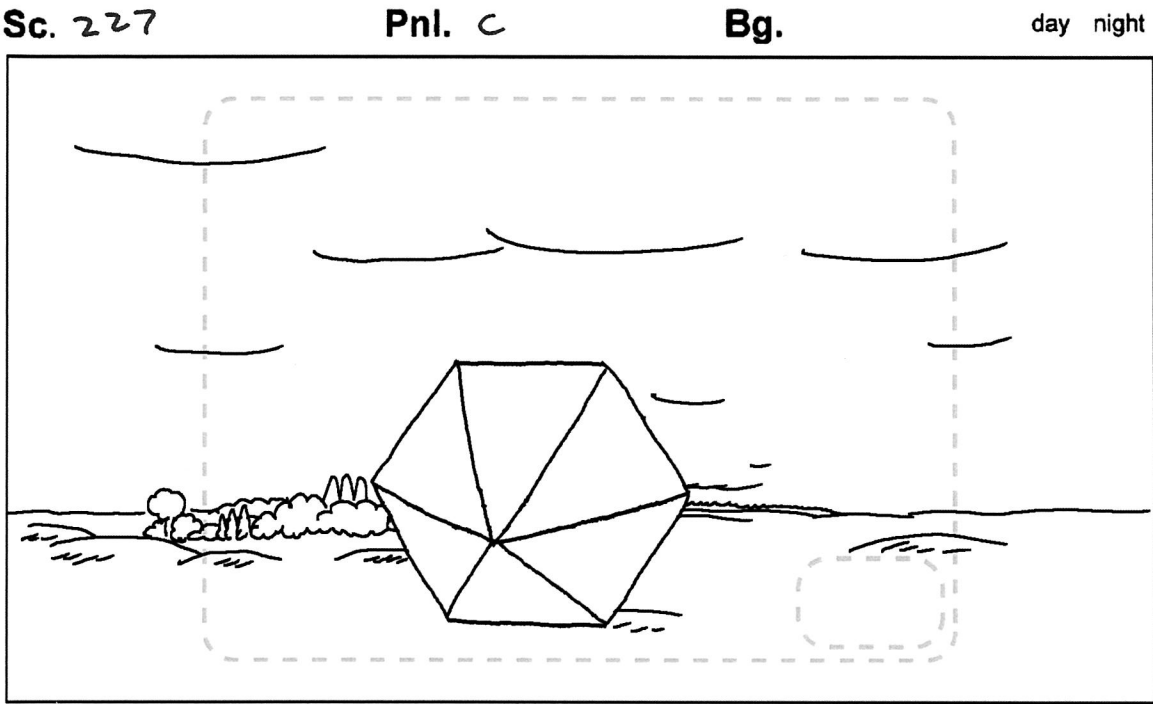
1025-195  
EPISODE #  
Production :

# ADVENTURE TIME



Dialog:
Action:
Timing:

# ADVENTURE TIME



Dialog:
Action:
Timing:

# ADVENTURE TIME

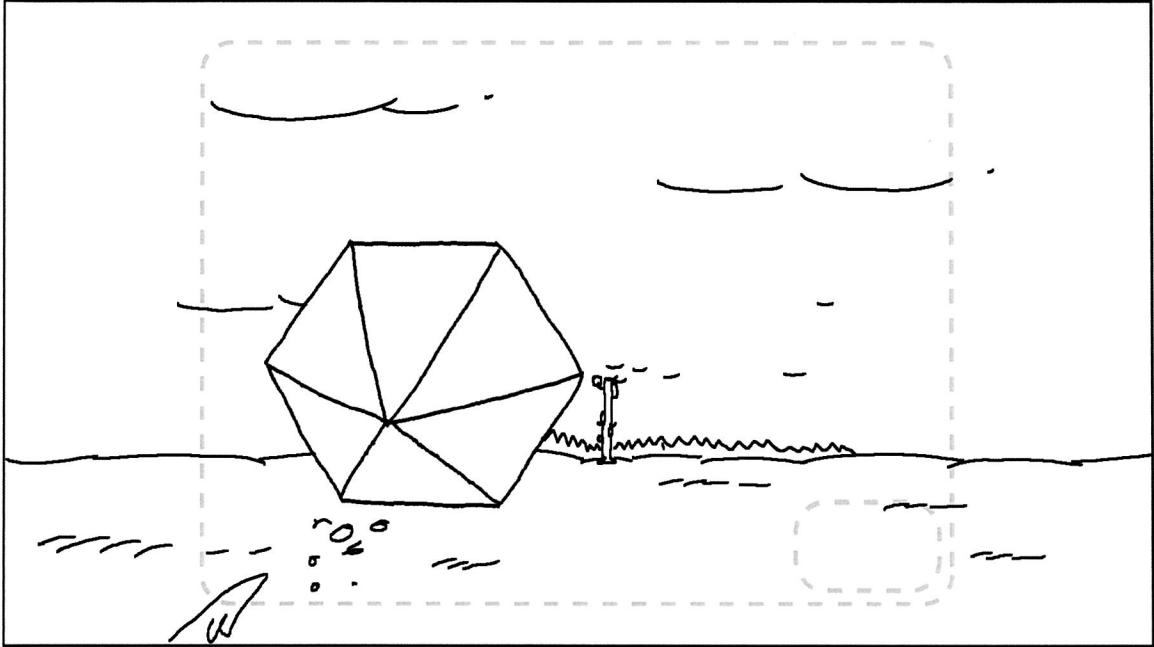


Sc. 227

Pnl. E

Bg.

day night

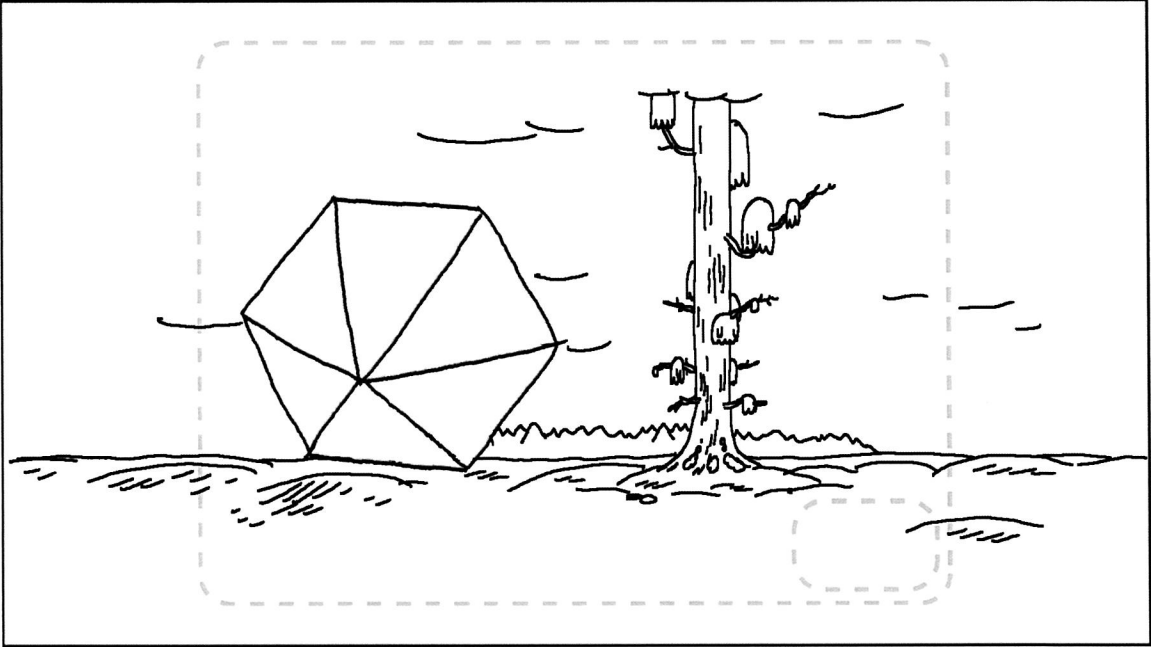


Sc. 227

Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-19S  
Production :



# ADVENTURE TIME

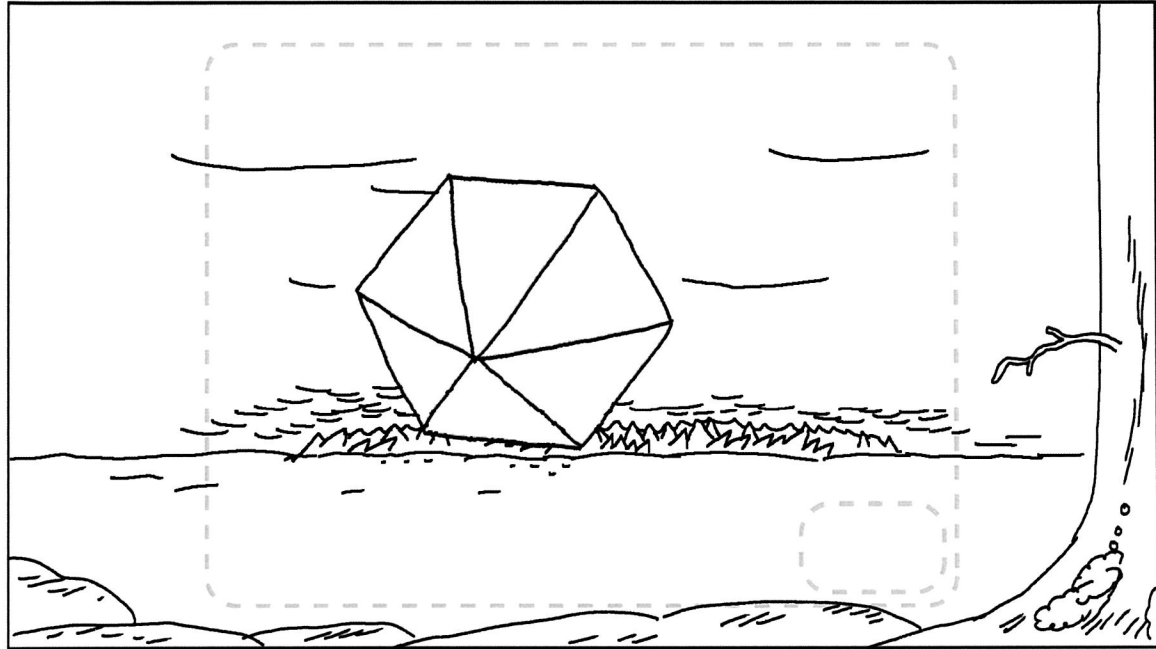


Sc. 227

Pnl. G

Bg.

day night

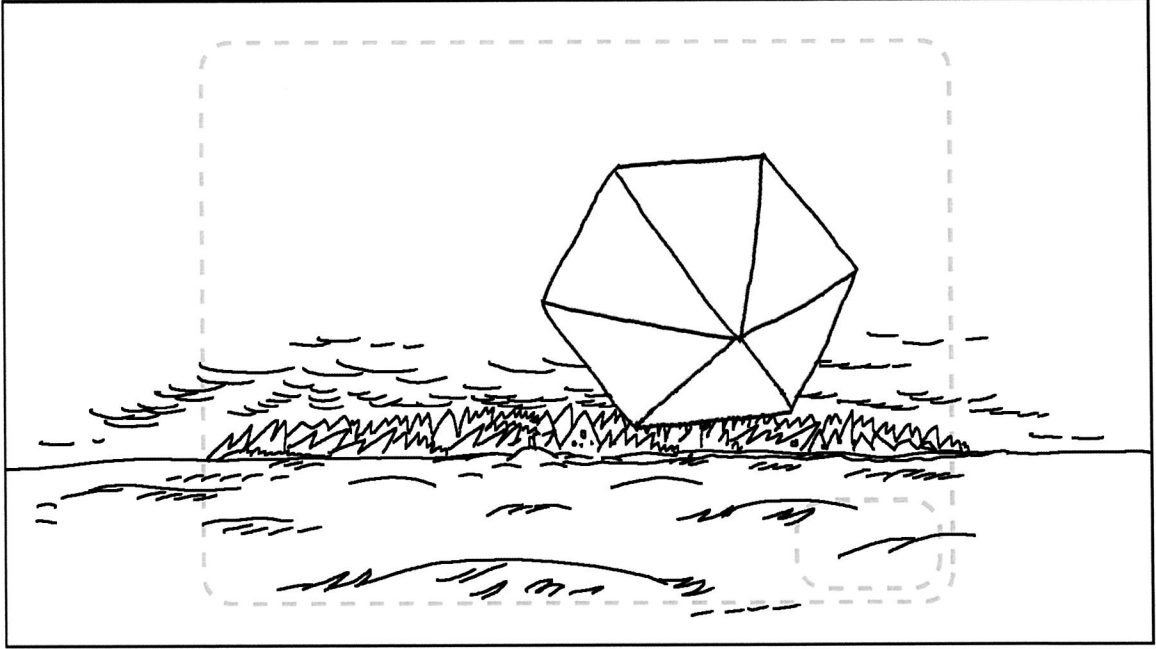


Sc. 227

Pnl. H

Bg.

day night



Dialog:
Action:
Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

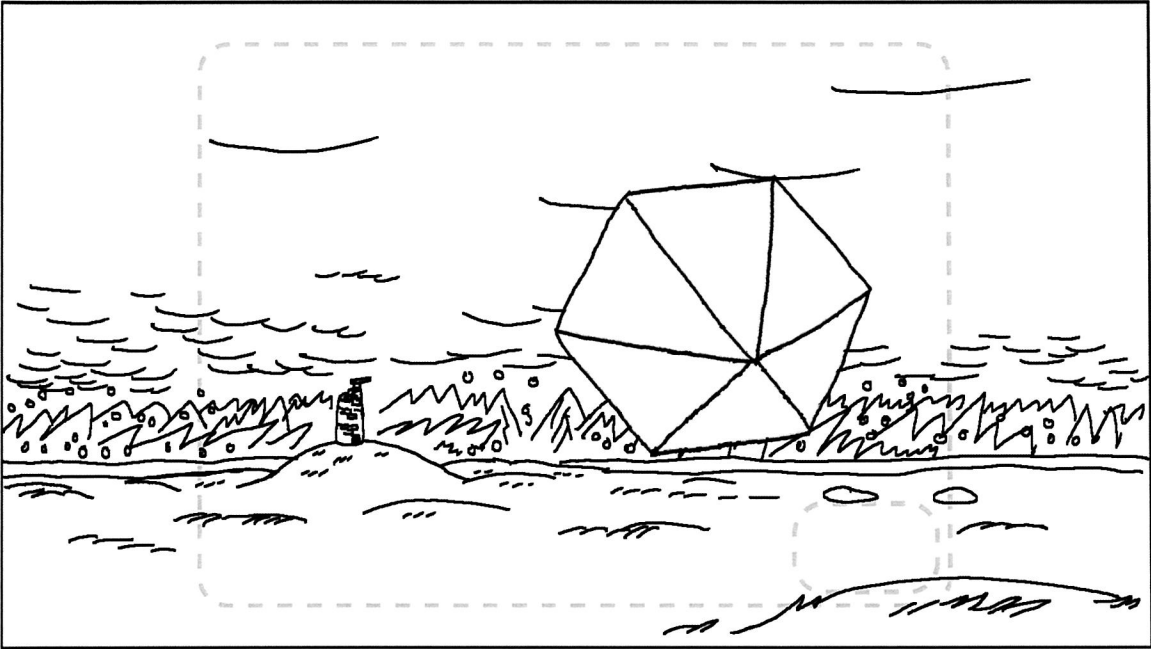


Sc. 227

Pnl. I

Bg.

day night

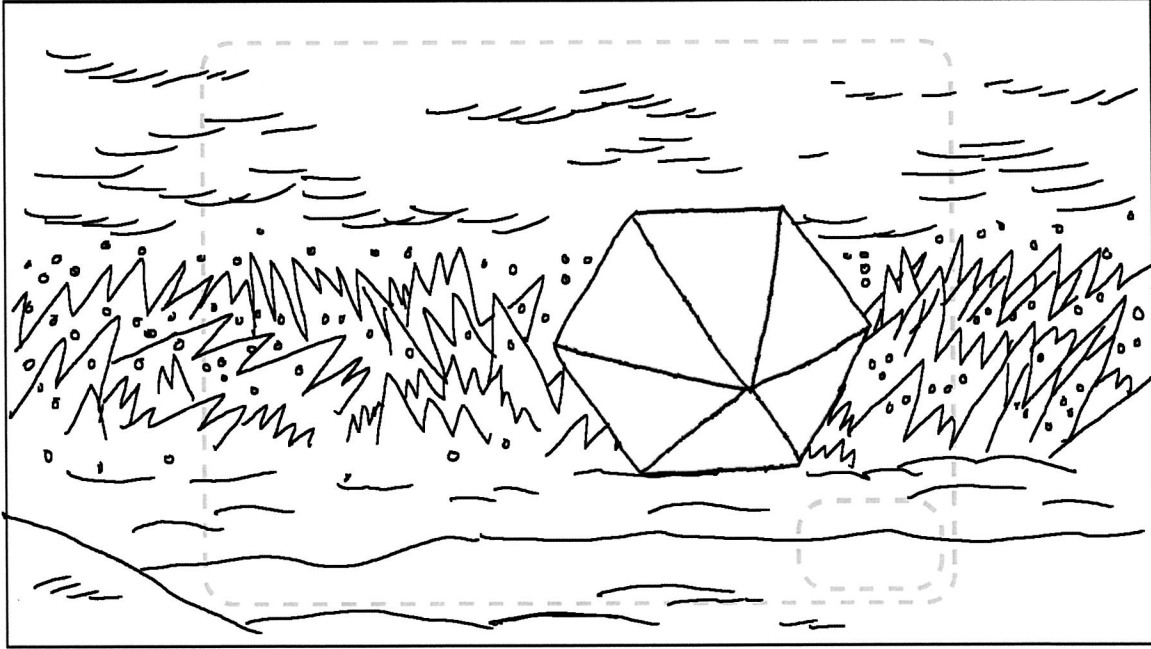


Sc. 227

Pnl. J

Bg.

day night



Dialog:
Action:
Timing:

ADVENTURE TIME

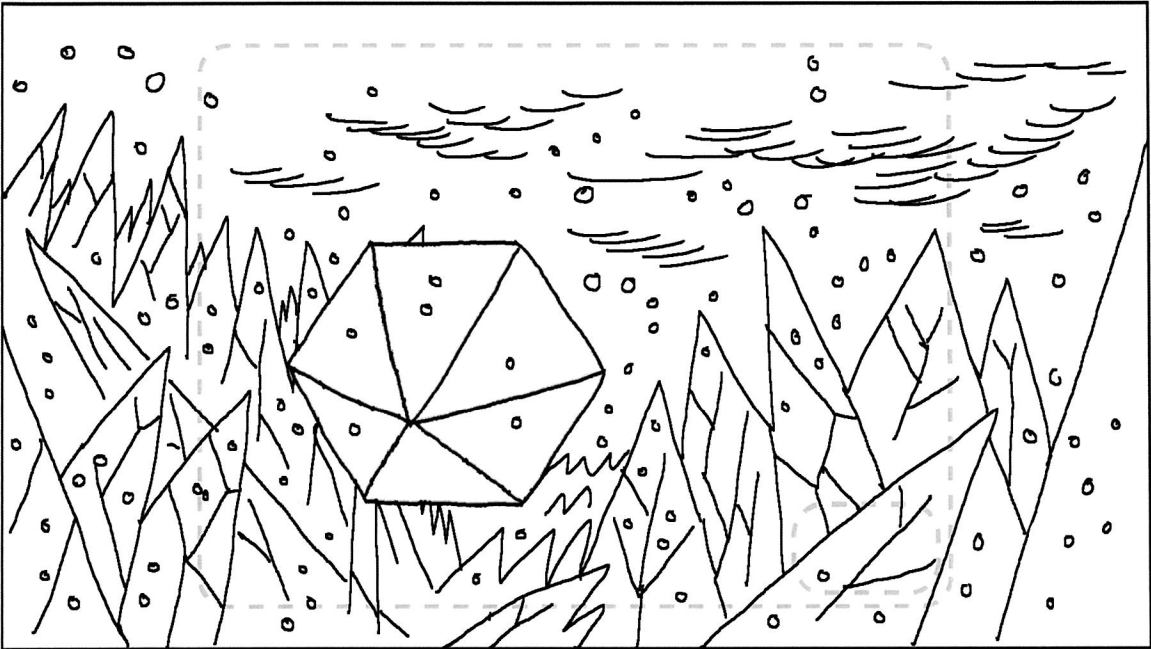


Sc. 227

Pnl. K

Bg.

day night

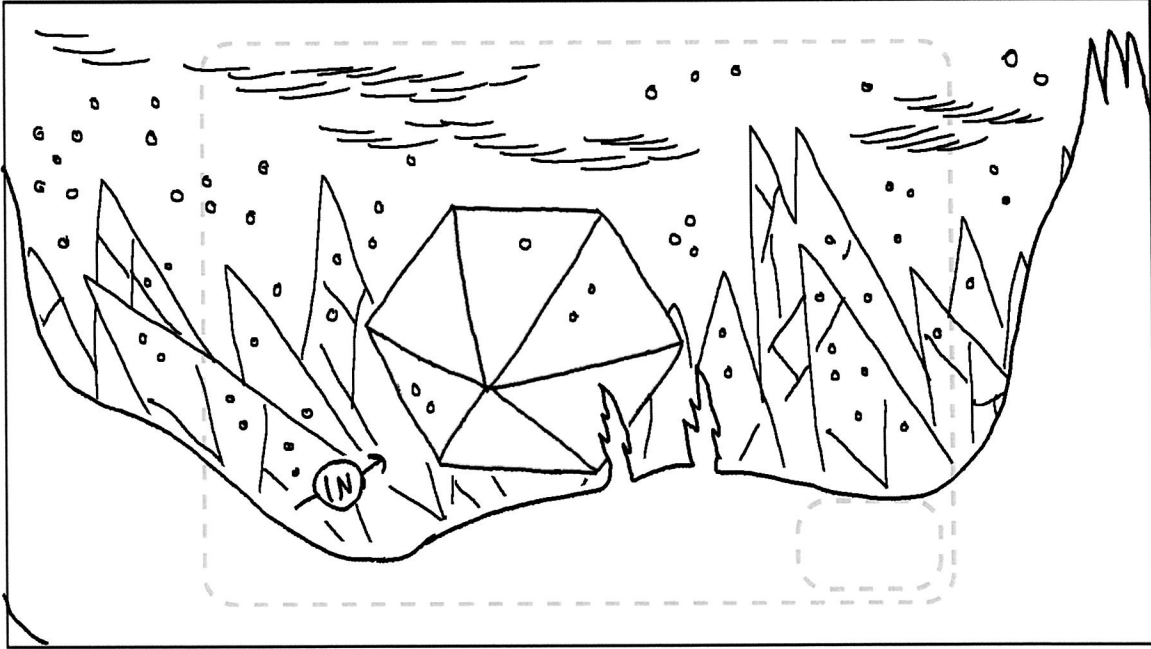


Sc. 227

Pnl. L

Bg.

day night



Dialog:

Action:

ICE THING ENTERS .

Timing:

ADVENTURE TIME



Sc. 227

Pnl. M

Bg.

day night

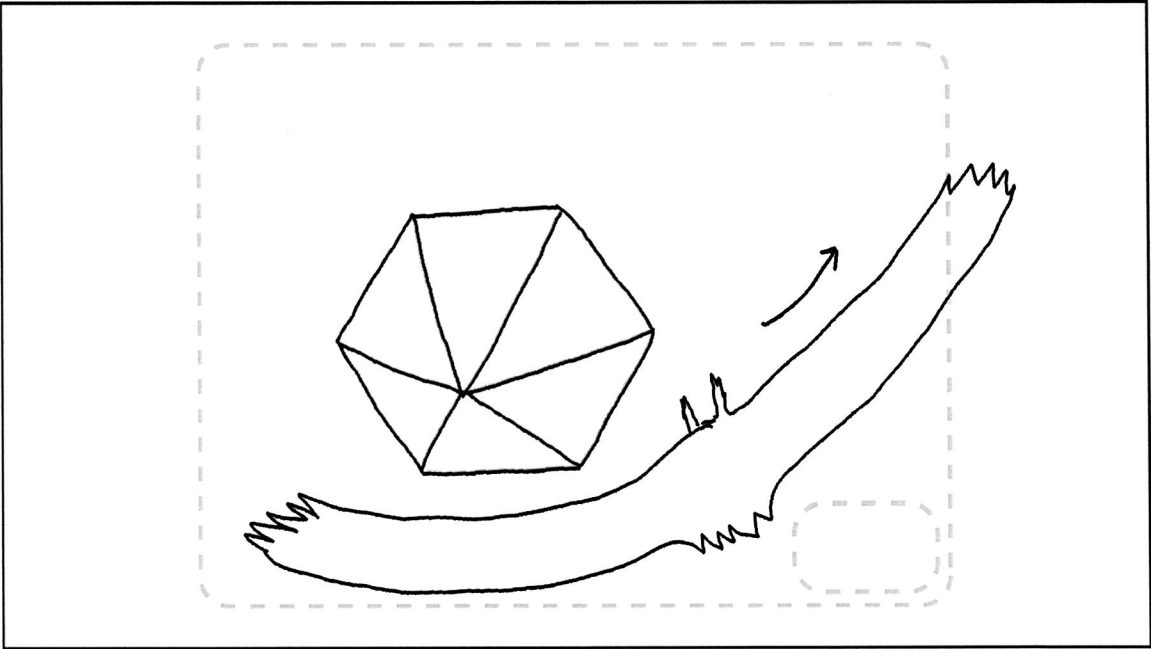
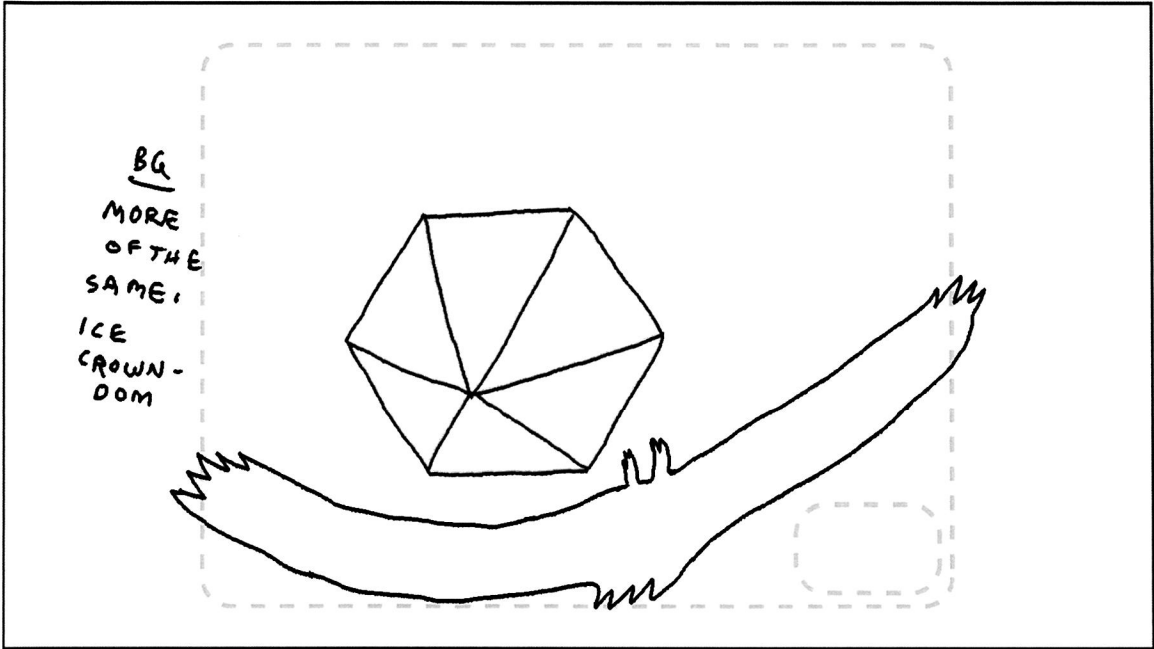
Sc. 227

Pnl.

N

Bg.

day night

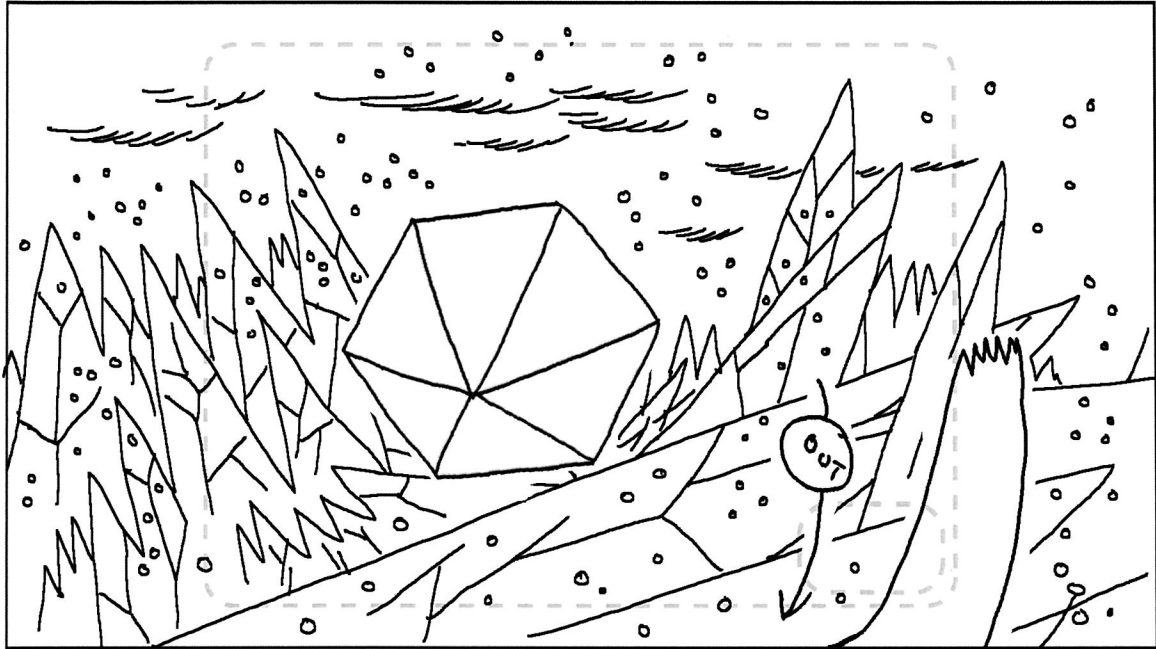


Dialog:
Action:
Timing:

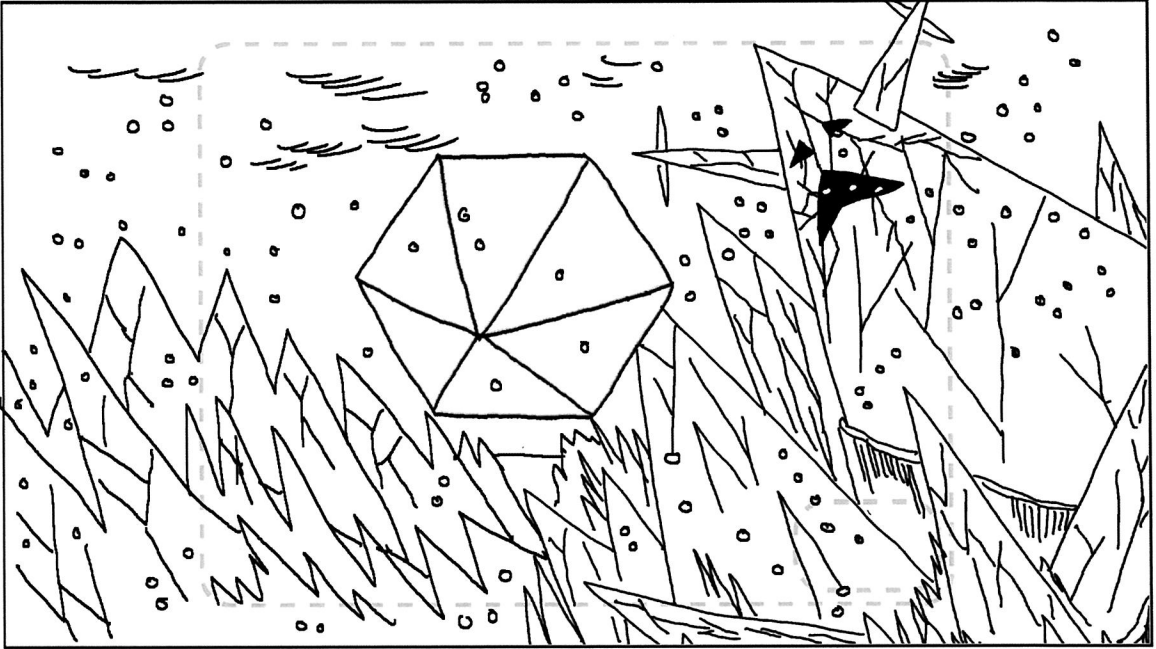
# ADVENTURE TIME



Sc. 227 Pnl. 6 Bg. day night



Sc. 227 Pnl. ~~6~~ P Bg. day night



Dialog:
Action:
Timing:

# ADVENTURE TIME

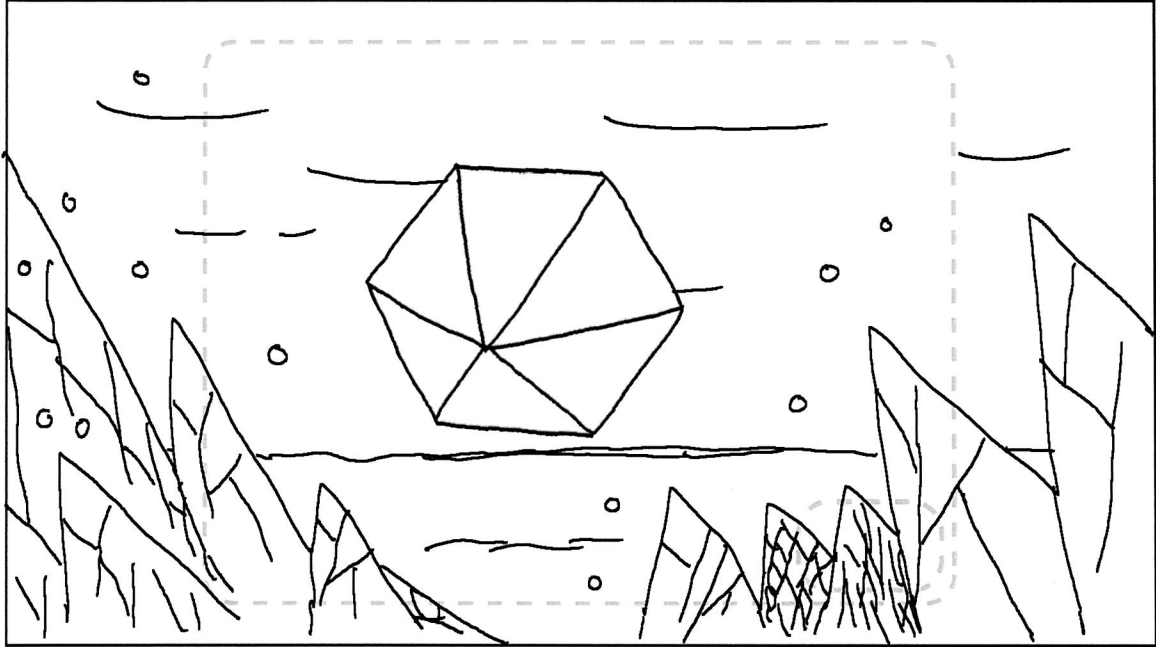


Sc. 227

Pnl. Q

Bg.

day night

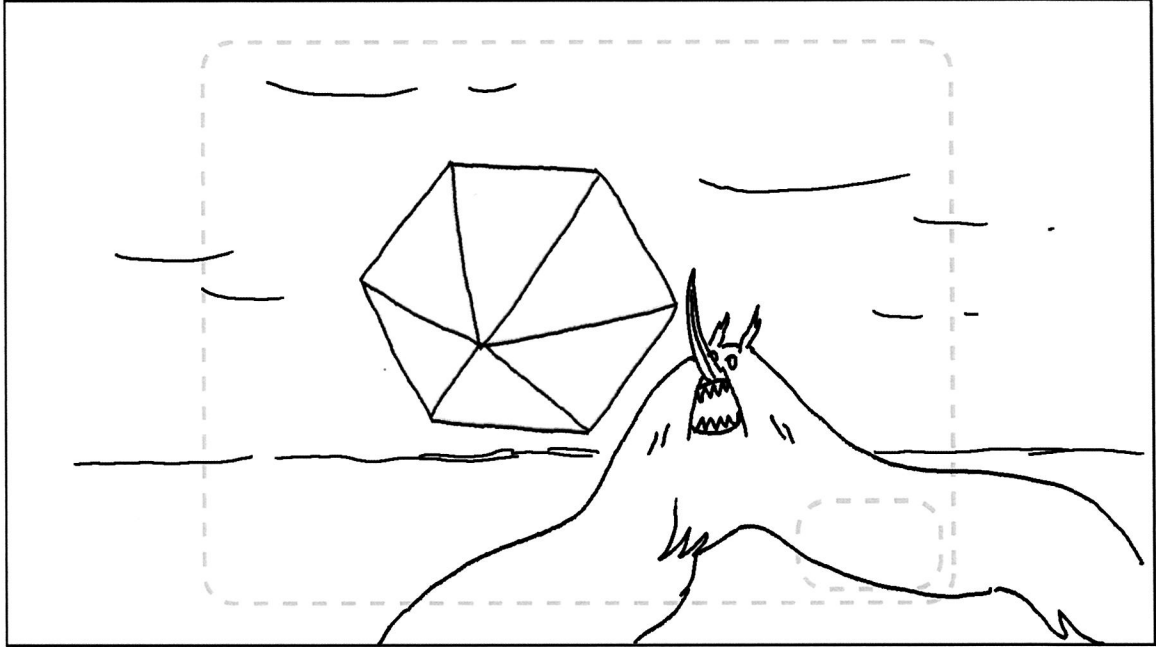


Sc. 227

Pnl. R

Bg.

day night



Dialog:

Action:

SNOW STOPS.

Timing:

1025-195

EPISODE #

Production :

ADVENTURE TIME

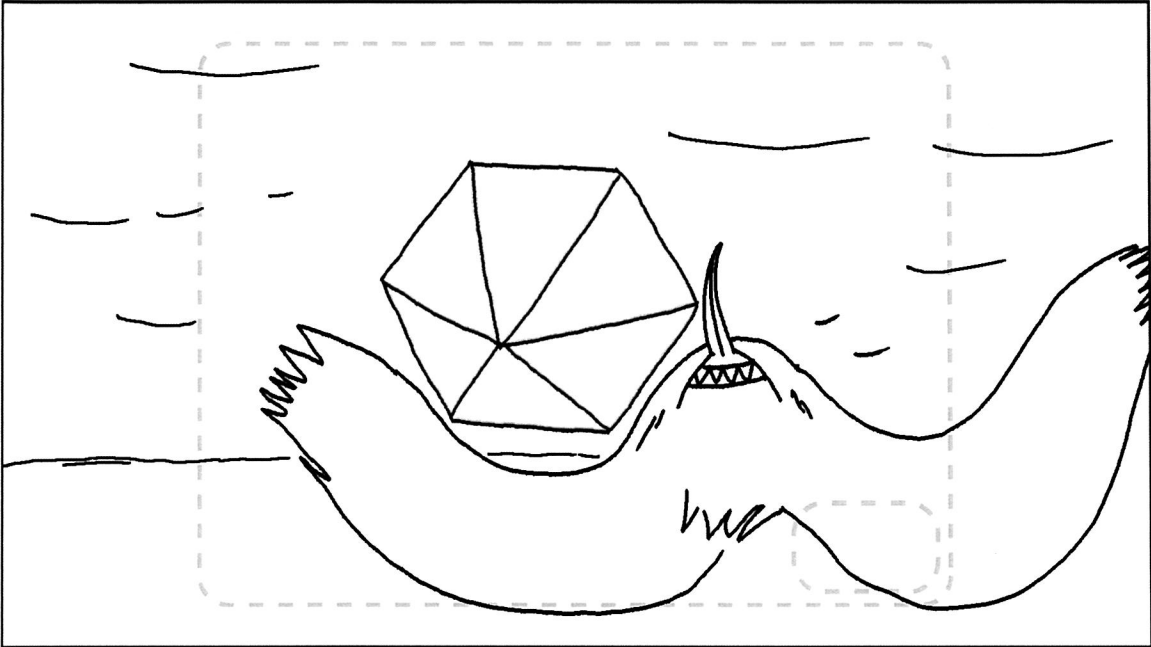


Sc. 227

Pnl. 5

Bg.

day night



Sc. 227

Pnl. 7

Bg.

day night



Dialog:

(SFX) SNAP!

(ICE THING)

STARTS LAUGHING  
MANICALLY.

Action:

Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 227 Pnl. 0 Bg. day night

Sc. 227 Pnl. 1 Bg. day night

Dialog:

(IT) LAUGHING CRAZILY

Action:

Timing:



ADVENTURE TIME



Sc. 227 Pnl. w Bg. day night

Sc. 227 Pnl. x Bg. day night

Dialog:

Ⓢ HA! HA! HA! HA!

Action:

TUMBLES OUT OF FRAME

Timing:

EPISODE # 1025-195  
Production :

ADVENTURE TIME



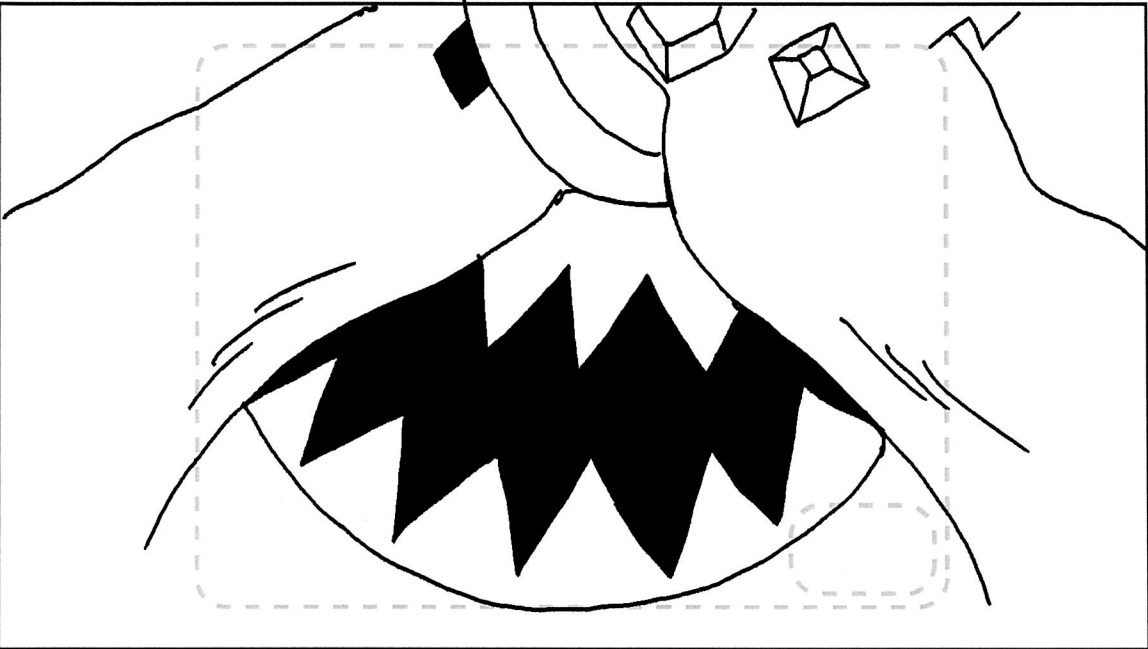
ALT

Sc. 227

Pnl. w ALT

Bg.

day night

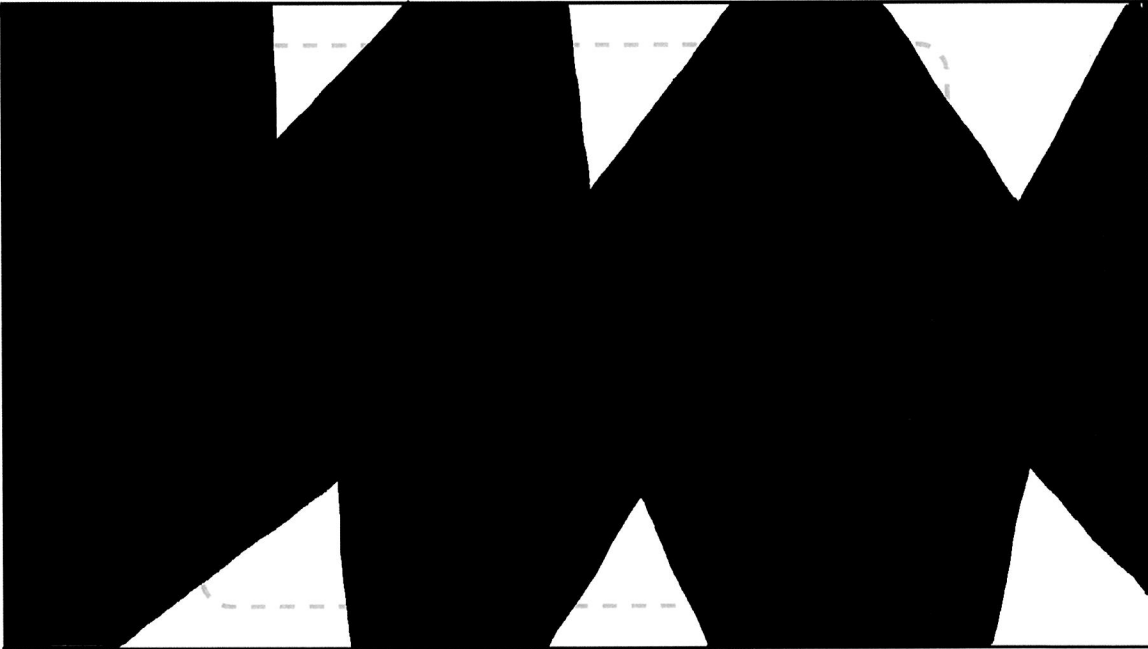


Sc. 227

Pnl. X ALT

Bg.

day night



Dialog:	
Ⓢ HA! HA! HA! HA!	
Action:	THESE TWO PANELS AS AN ALTERNATE TO THE PREVIOUS TWO PANELS. I CAN'T
Timing:	FIGURE OUT WHAT'S BEST. - S.W.

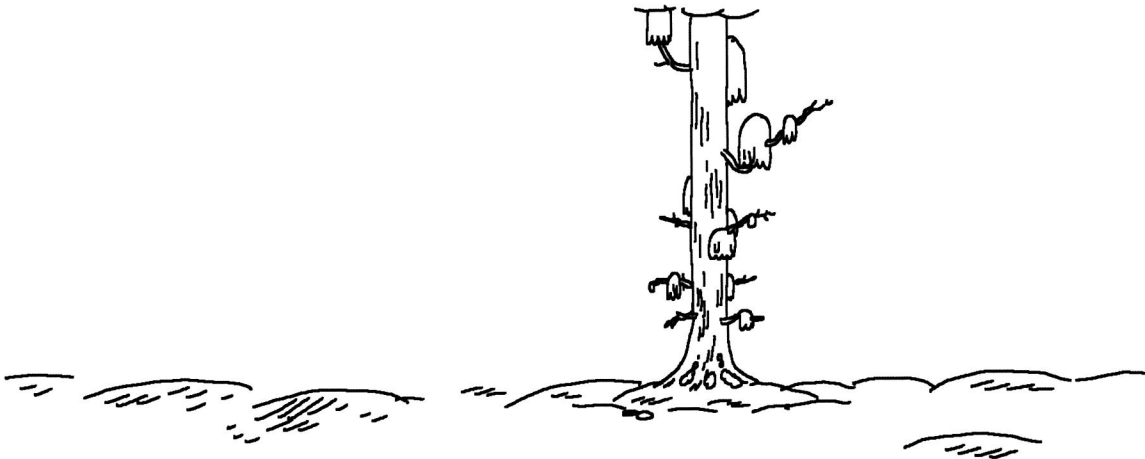
EPISODE # 1025-195

Production :

# ADVENTURE TIME



SOME  
ELEMENTS.



Production :

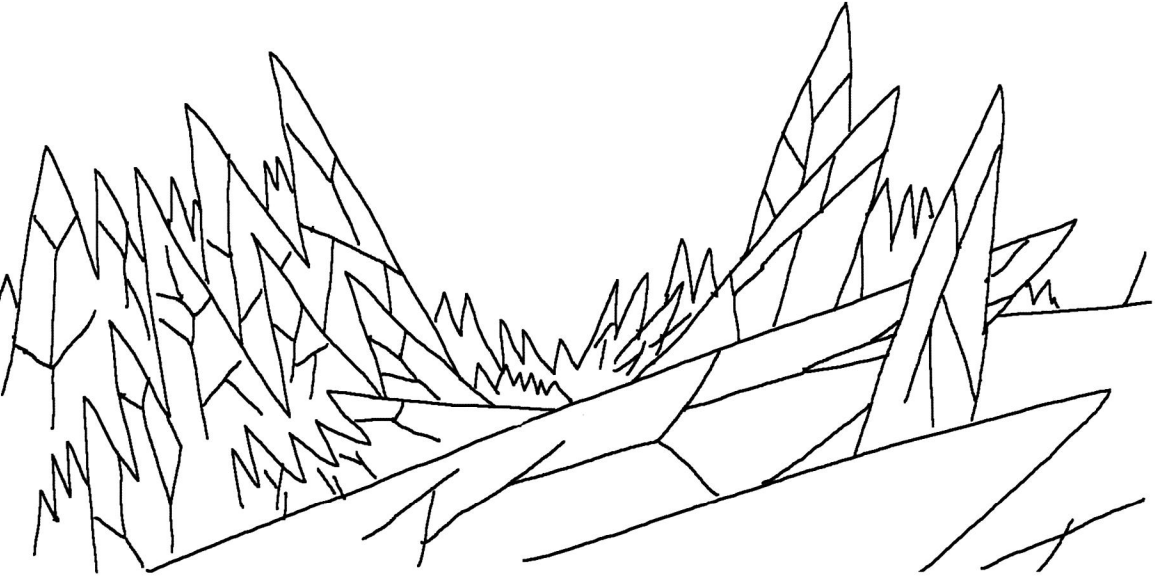
EPISODE #

1025-195

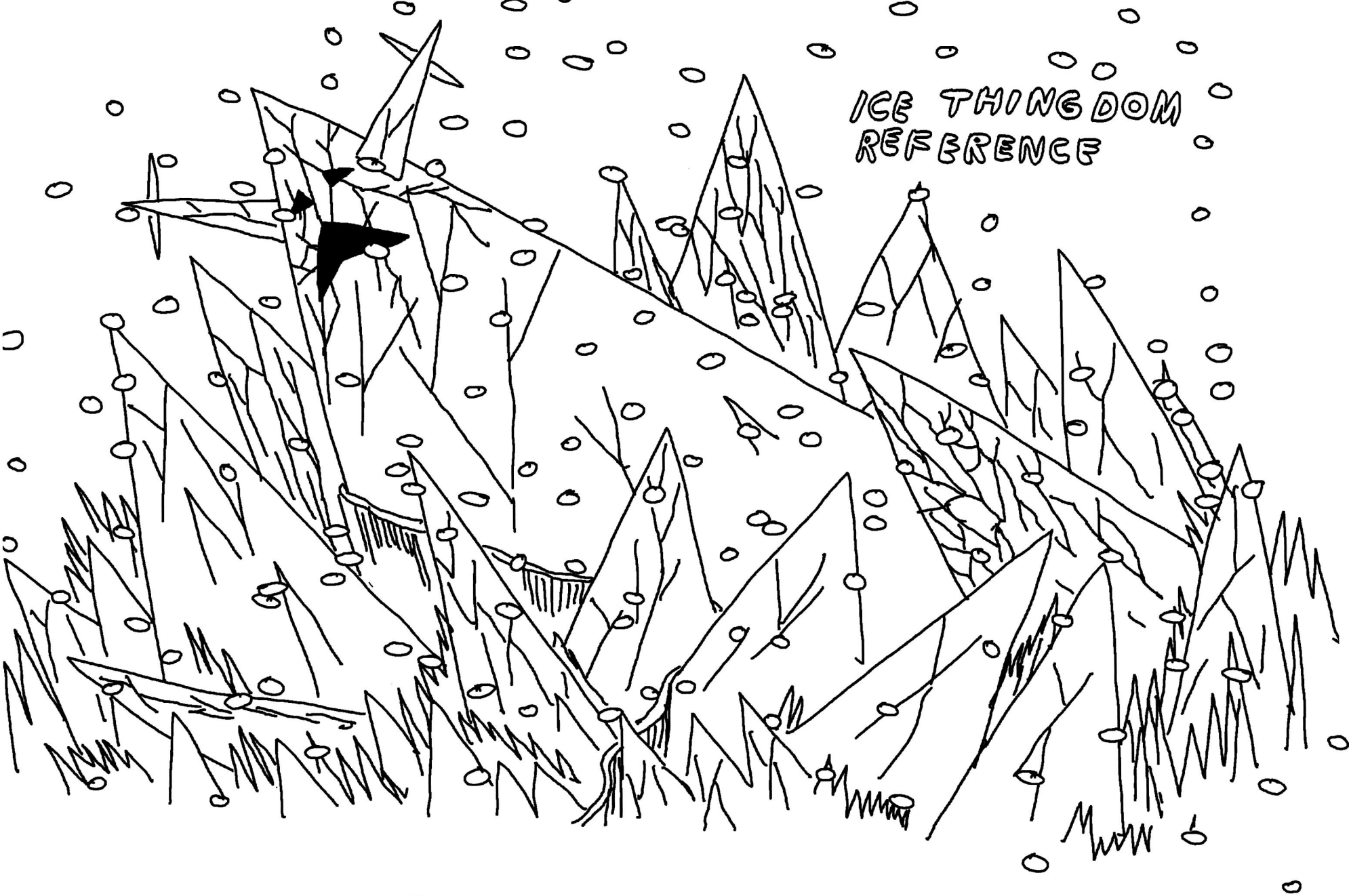
# ADVENTURE TIME



ICE THINGDOM  
EXAMPLES.  
- ALWAYS  
SNOWING.



# ADVENTURE TIME

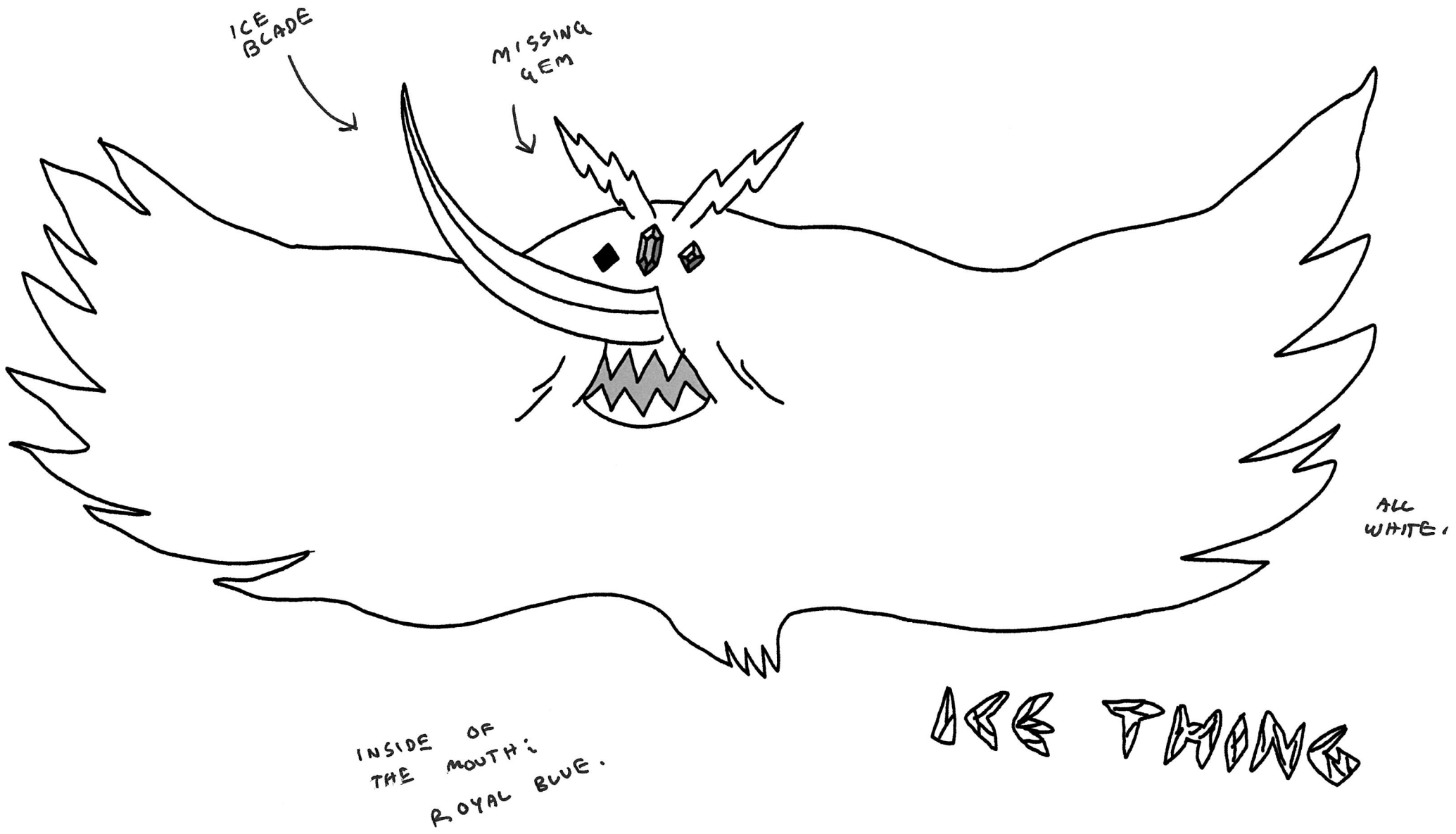


Production :

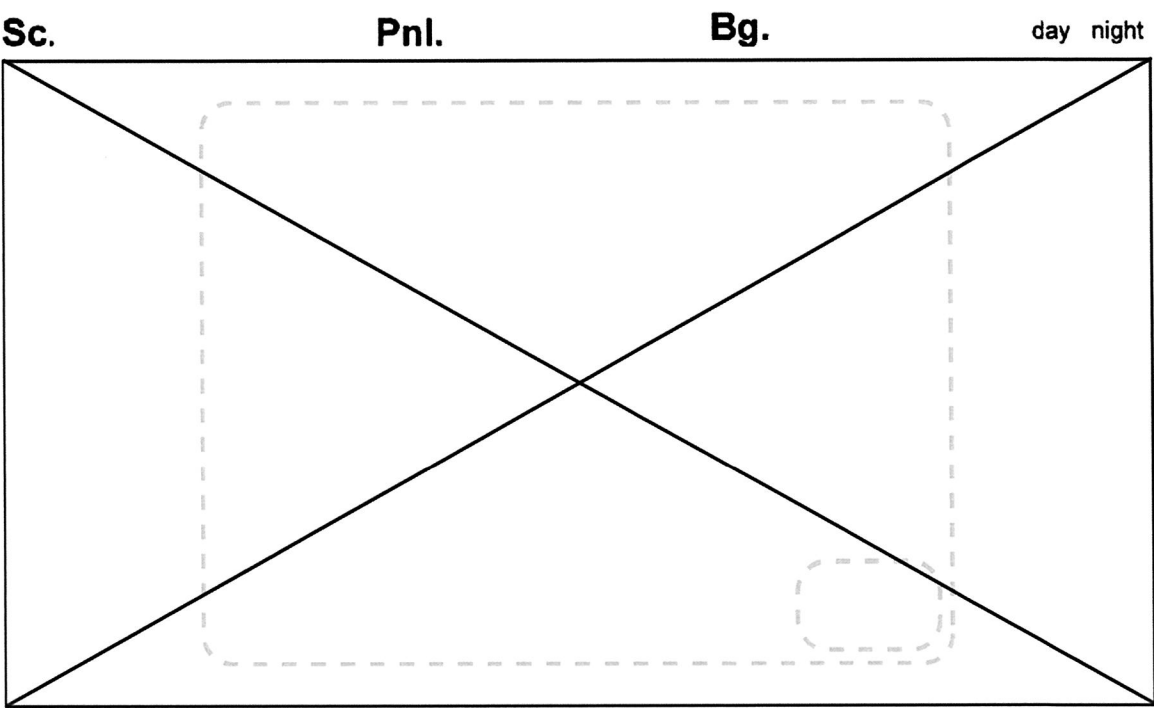
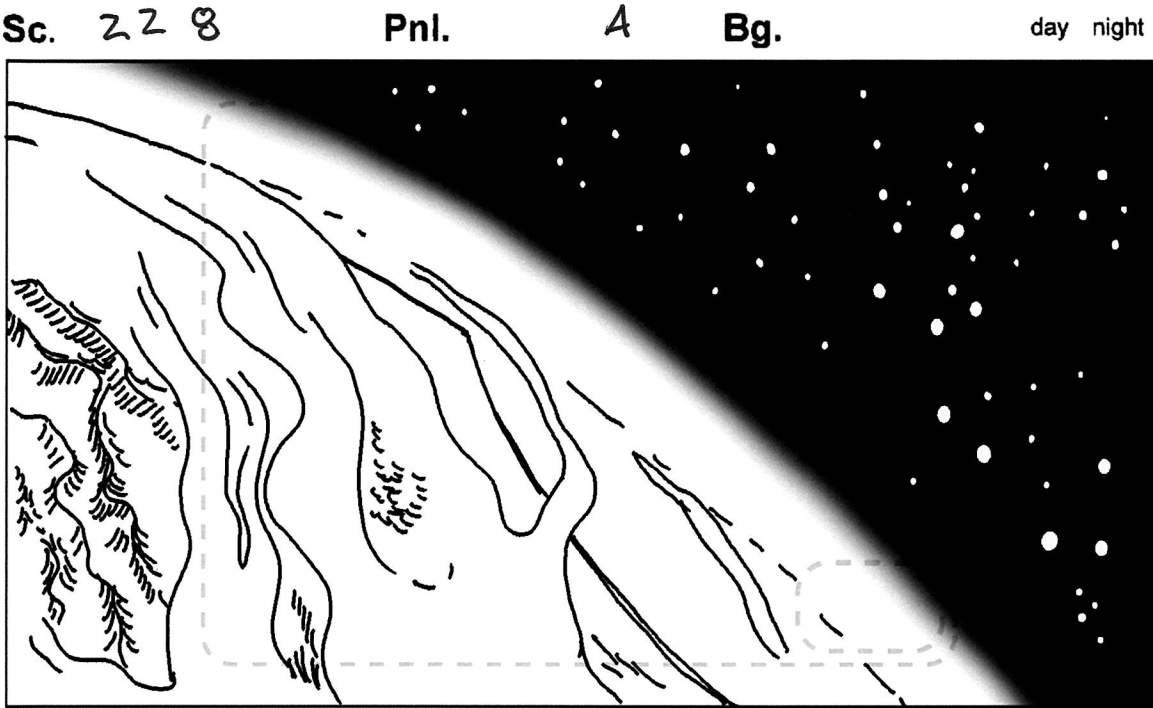
EPISODE #

1025-195

ADVENTURE TIME

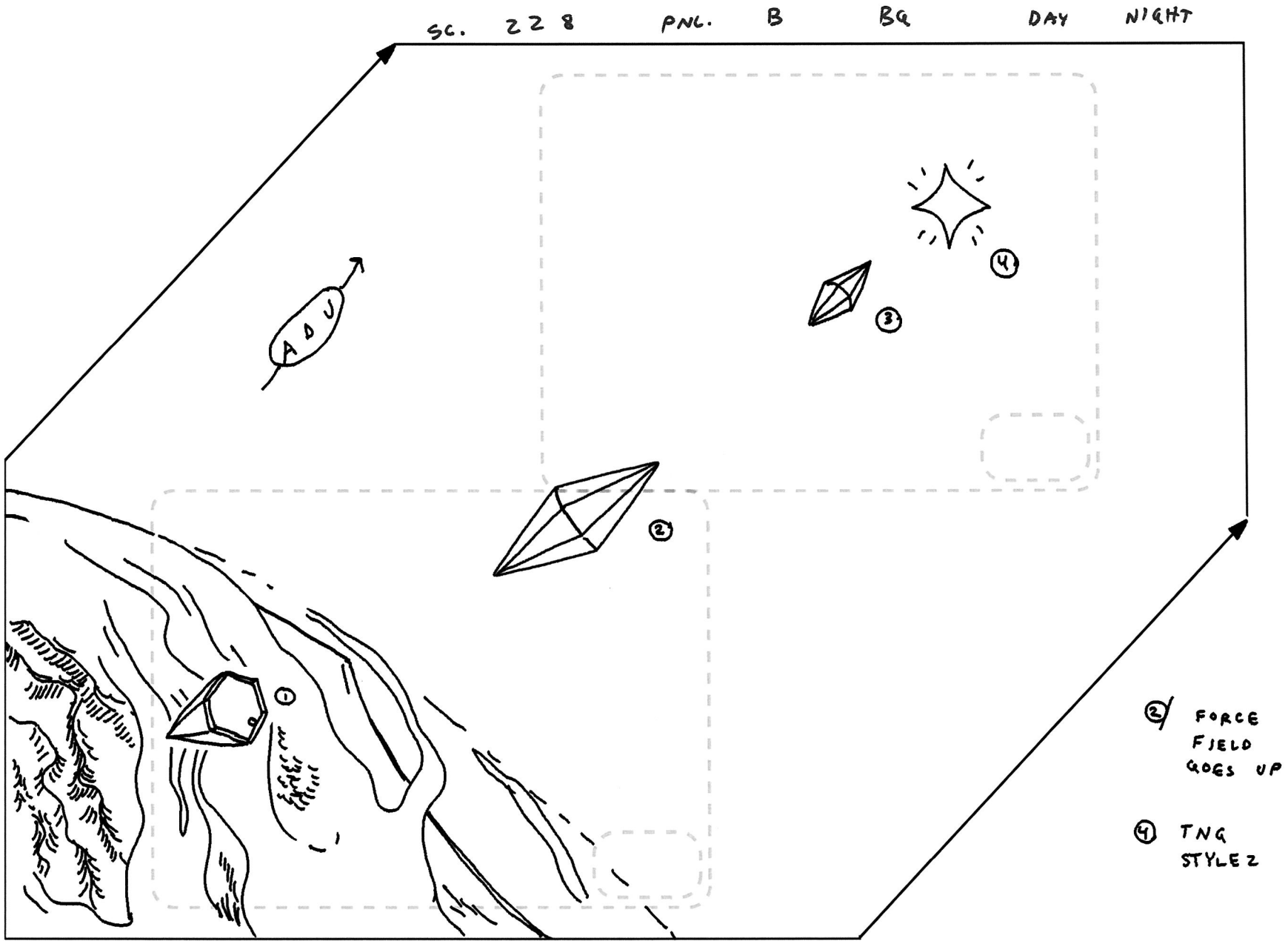


ADVENTURE TIME



Dialog:
Action: <div>YOU CAN SEE PART OF THE CRATER</div>
Timing:

# ADVENTURE TIME





ADVENTURE TIME



Sc. ✓ Pnl. ✓ Bg. day night

WIPE

Sc. 229 Pnl. # A Bg. day night

Dialog:
Action: DEEPER SPACE. FIRES STILL BURNING MAYBE?
Timing:

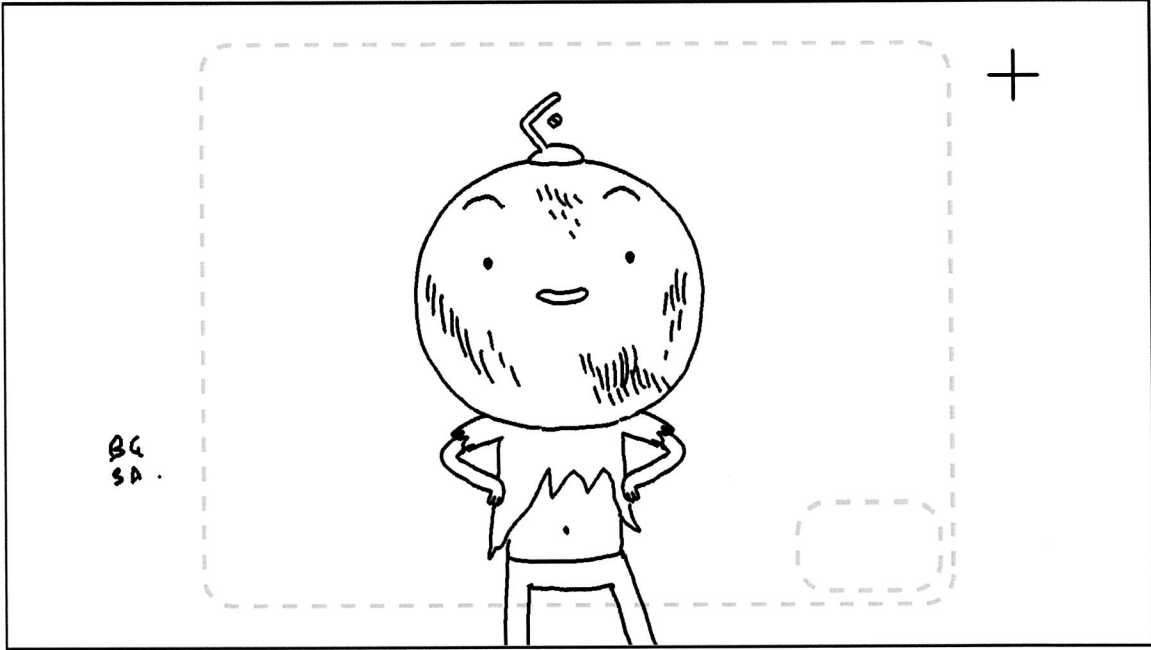
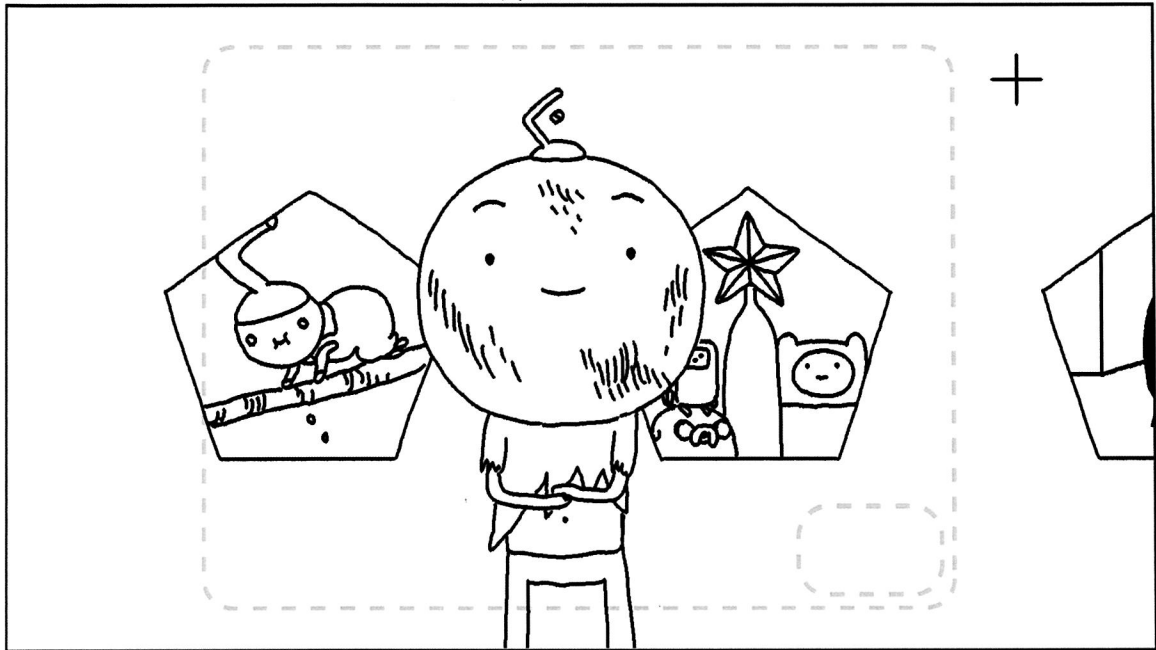
EPISODE # 1025-195  
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 230 Pnl. A Bg. day night Sc. 230 Pnl. B Bg. day night



Dialog:	©/ NOW WASN'T <u>THAT</u> A THING!
Action:	S.P.
Timing:	

EPISODE # 1025-195  
Production :

ADVENTURE TIME



Sc. 230

Pnl. c

Bg.

day night

Sc. 230

Pnl. d

Bg.

day night

Dialog:

© WE'VE HAD LAFFS & GAFFS,

© THRIIBLES & CHIBBLES,  
~~ALT~~ THRILLBLES & CHILLBLES,

Action:

Timing:

ADVENTURE TIME



Sc. 230

Pnl. E

Bg.

day night

Sc. 230

Pnl. F

Bg.

day night

Dialog:	© SOME CLOSE CALLS,	© SECRETS & QUESTIONS,
Action:	TAPS FOREHEAD TWICE.	
Timing:		

ADVENTURE TIME



Sc. 230

Pnl. 9

Bg.

day night

Sc. 230

Pnl. 4

Bg.

day night

Dialog:

☺ ... AND MEMORIES TO SHARE.

☺ = CHUCKLE =

Action:

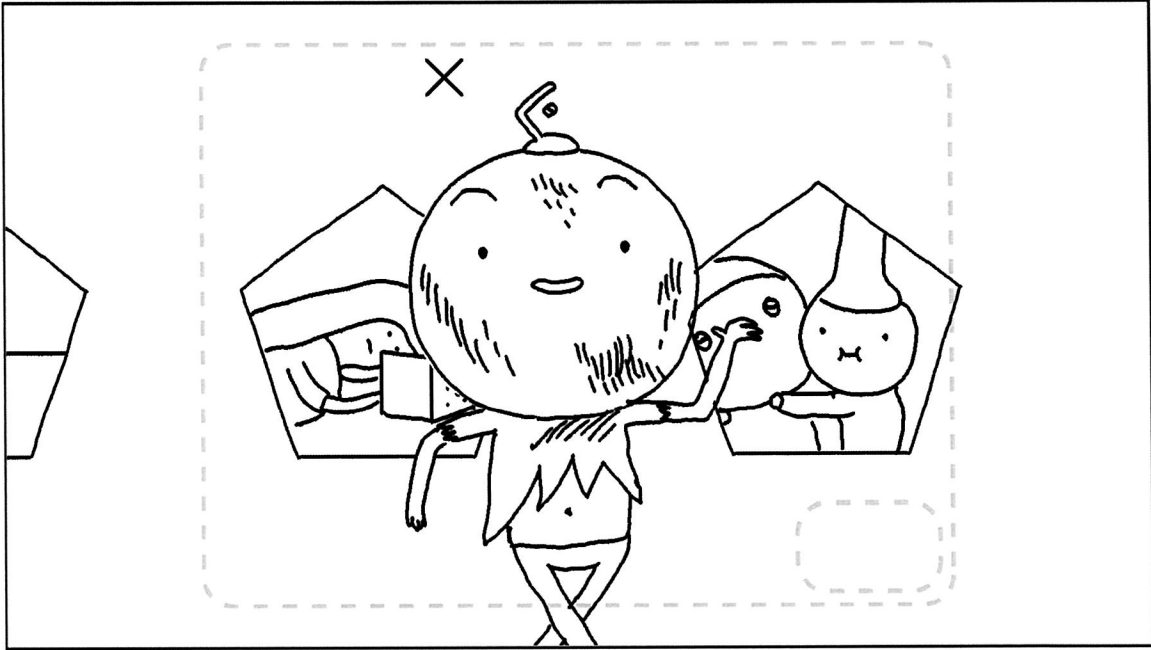
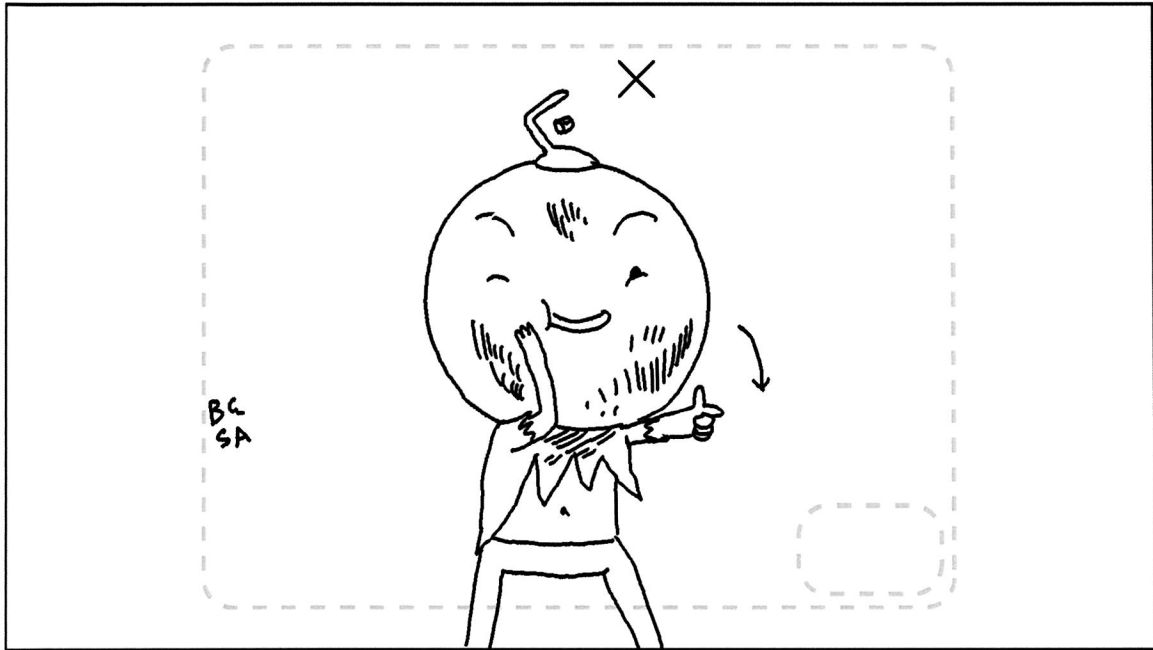
Timing:

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 230 Pnl. 1 Bg. day night Sc. 230 Pnl. 2 Bg. day night



Dialog:
© (TICKLED) WE BARELY MADE IT OUT WITH OUR SCAYBLES!!
Action:
Timing:
© ALL THANKS . . .

EPISODE # 1025-195  
Production :

# ADVENTURE TIME



Sc. 230

Pnl. K

Bg.

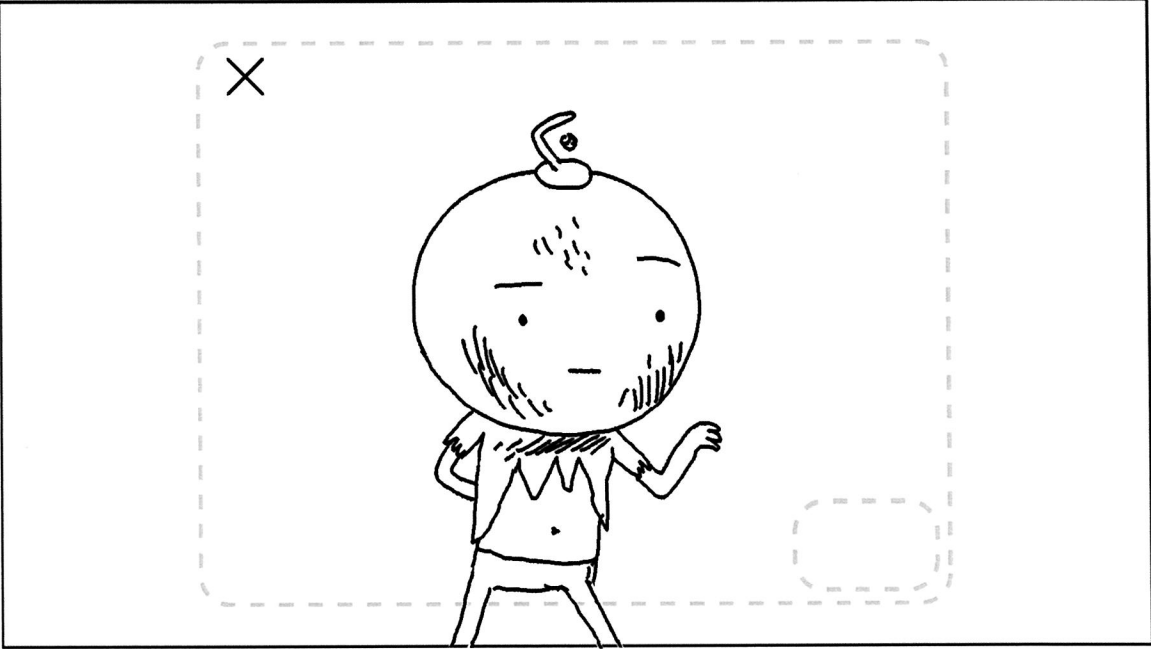
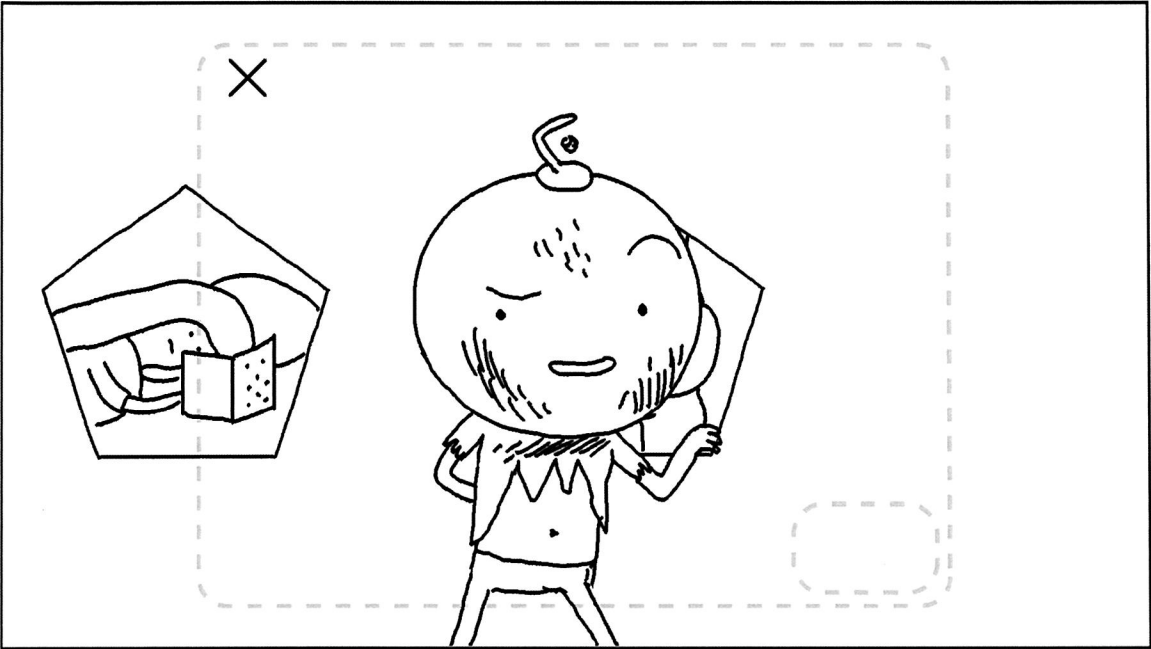
day night

Sc. 230

Pnl. L

Bg.

day night



Dialog:

© ... TO GRAYBLES

Action:

Timing:

1025-195

EPISODE #

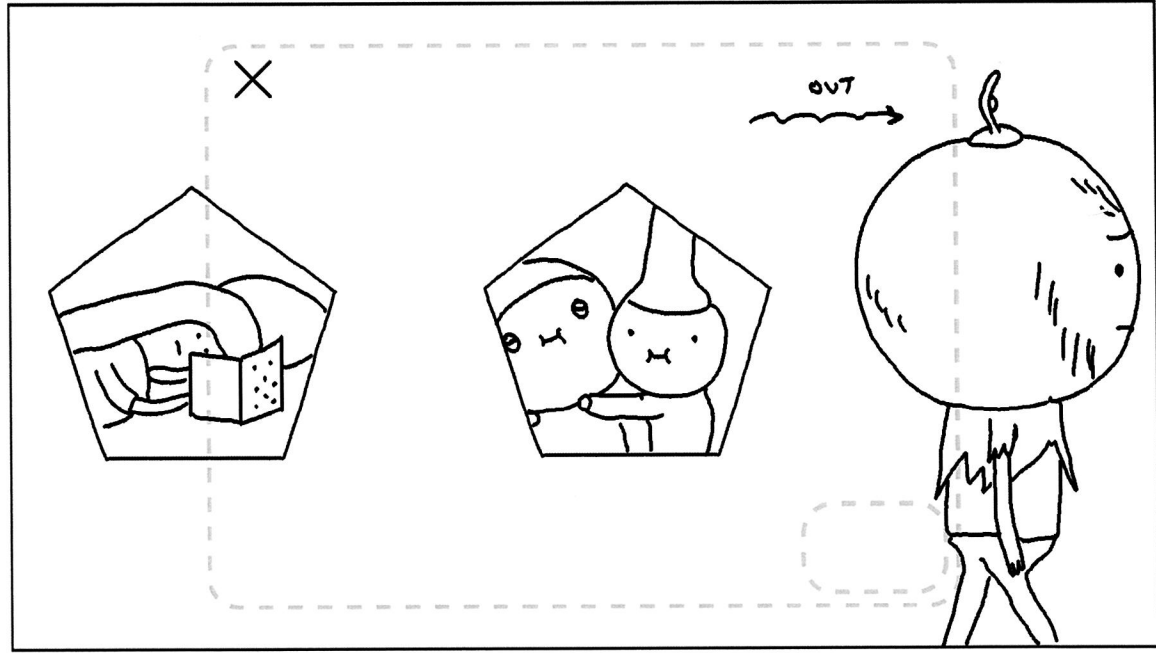
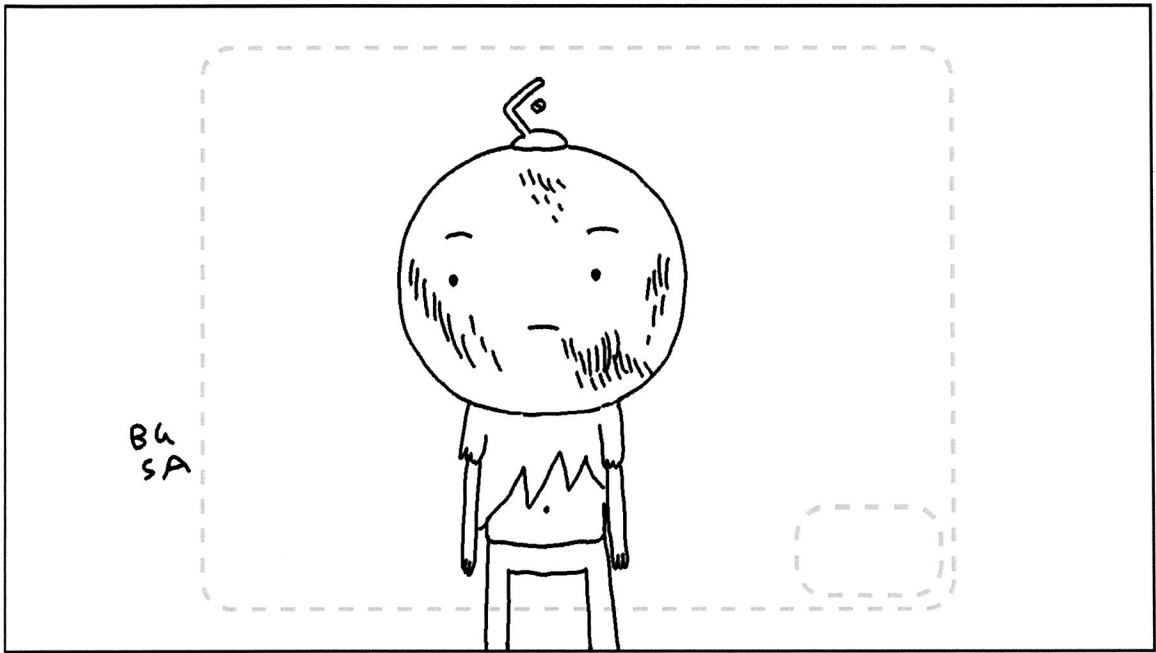
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 230 Pnl. ~ Bg. day night Sc. 230 Pnl. ~ Bg. day night

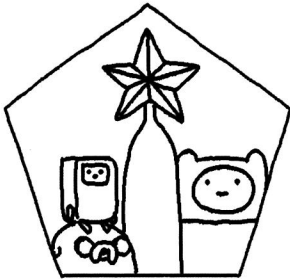
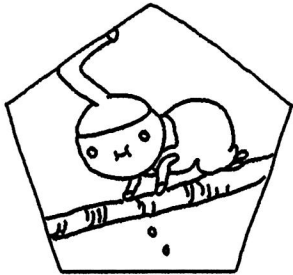


Dialog:
Action:
Timing:

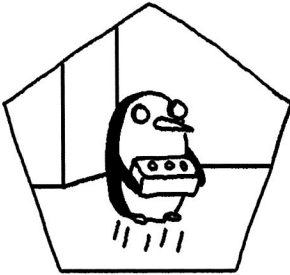
EPISODE # 1025-195  
Production :



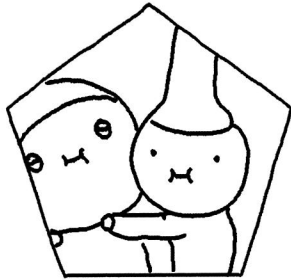
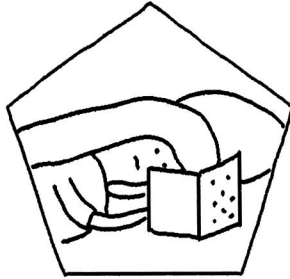
# ADVENTURE TIME



+



×

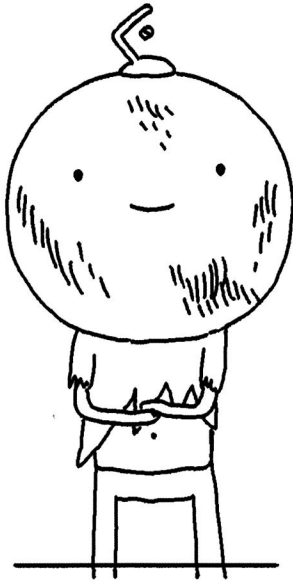


BG REF.  
EACH PENTAGON IS  
A DIFF. COLOUR.

# ADVENTURE TIME

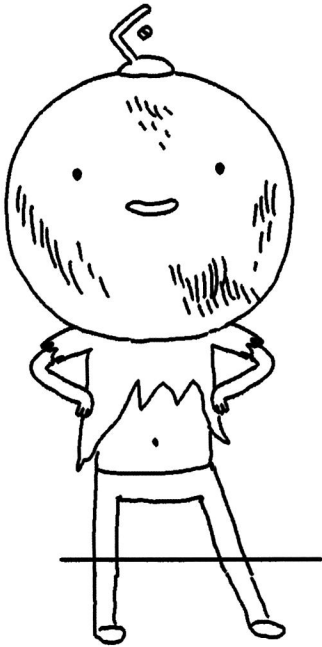


A



+

B



+

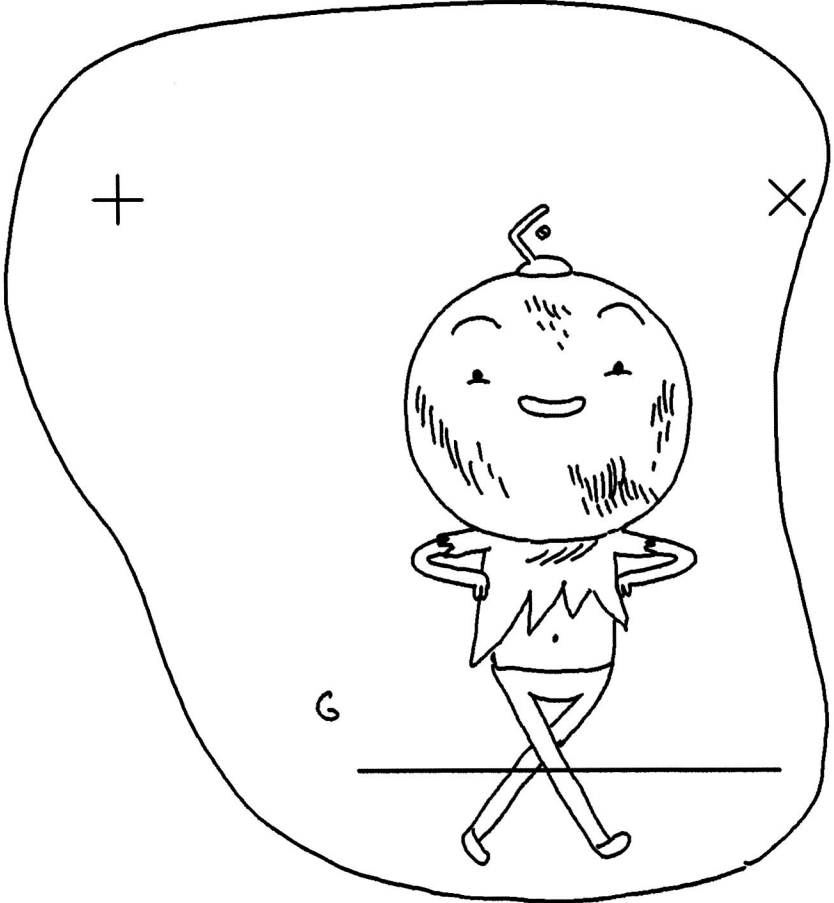
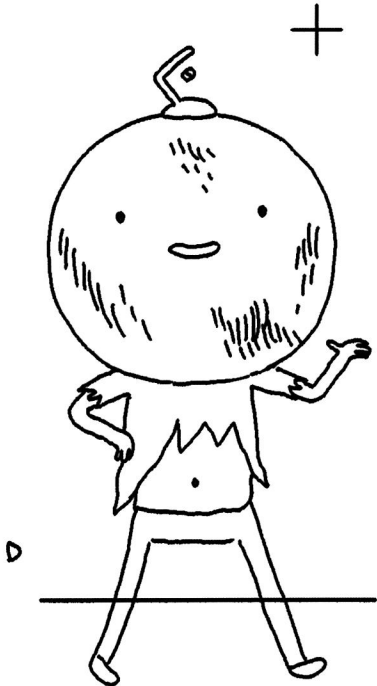
C



+

POSE REF.  
I DON'T KNOW  
IF THIS HELPFUL  
AT ALL.  
- S. W.

ADVENTURE TIME



# ADVENTURE TIME



X



Production :

EPISODE #

1025-195

ADVENTURE TIME

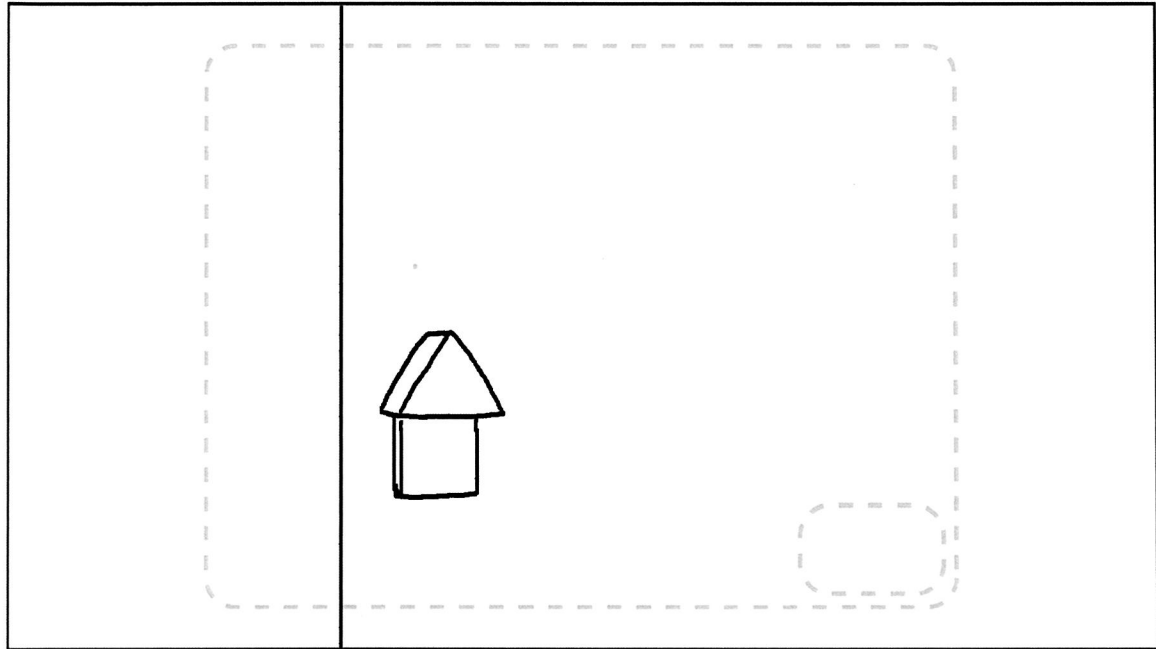


Sc. 231

Pnl. A

Bg.

day night

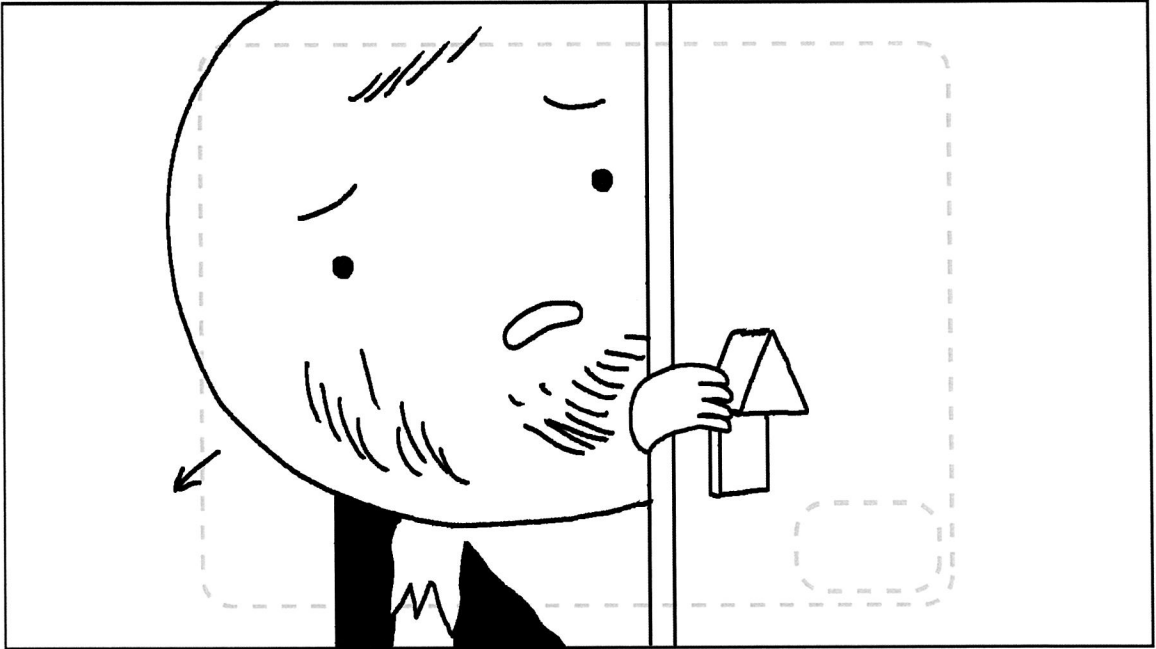


Sc. 231

Pnl. B

Bg.

day night



Dialog:	
(SFX) ≡ KNOCK KNOCK ≡ KNOCK	©/ SISTER TUBER?
Action:	
Timing:	

# ADVENTURE TIME



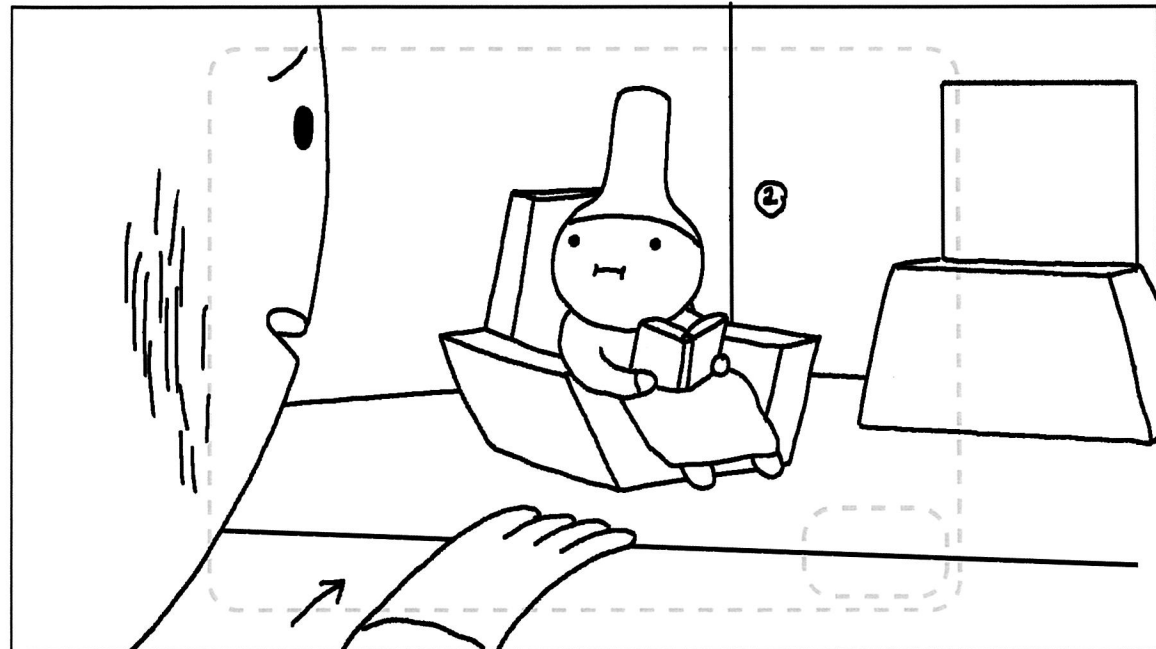
Page 398

Sc. 232

Pnl. A

Bg.

day night

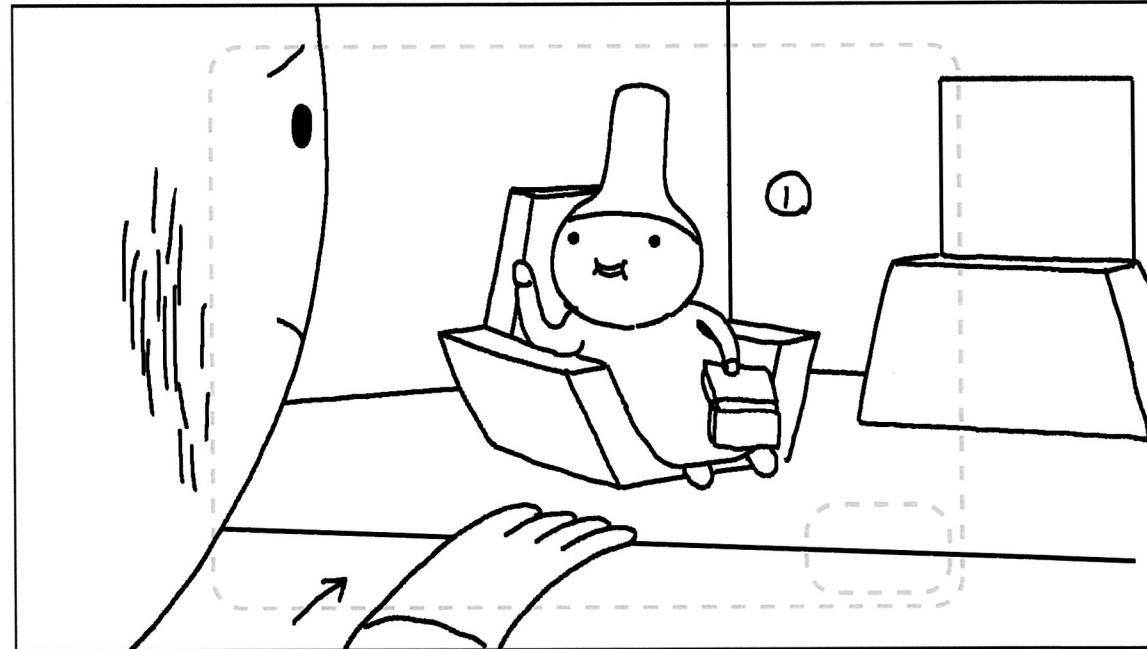


Sc. 232

Pnl. B

Bg.

day night

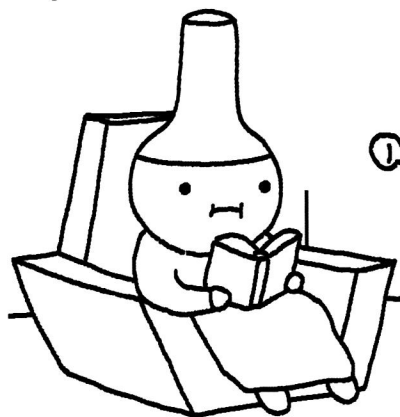


Dialog:

ⓐ I'M SORRY FOR THIS MESS.  
I LOVE YOU.

Action:

Timing:



ⓑ PSH!



EPISODE # 1025-195

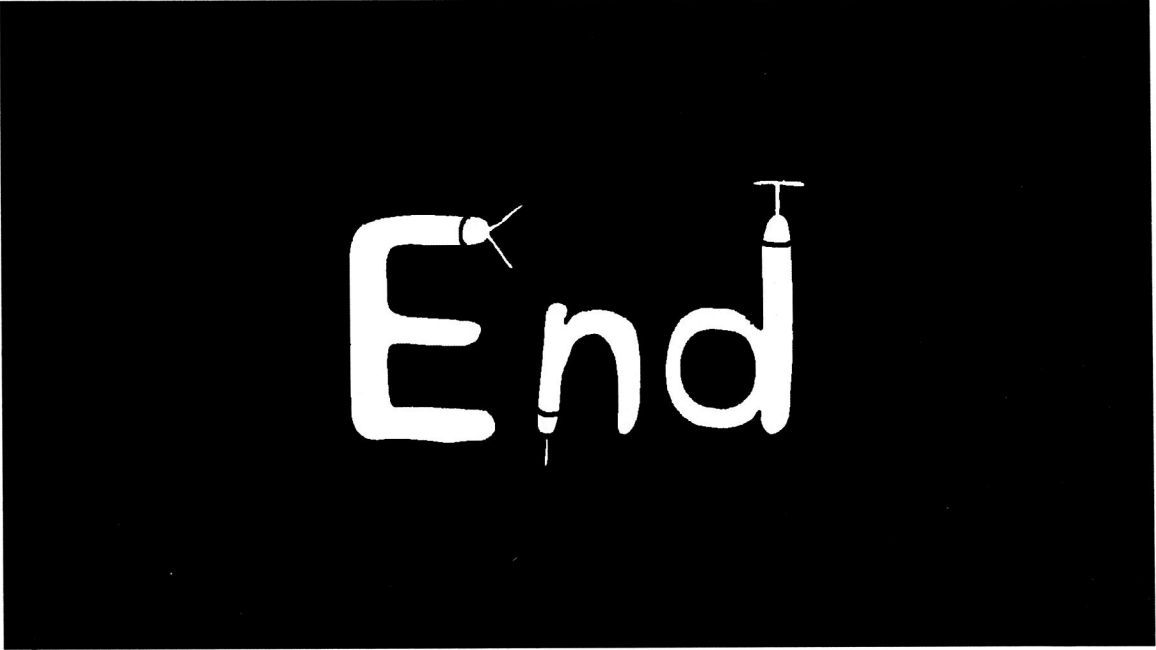
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. ✓ Pnl. — Bg. day night Sc. — Pnl. — Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE # 1025-195